

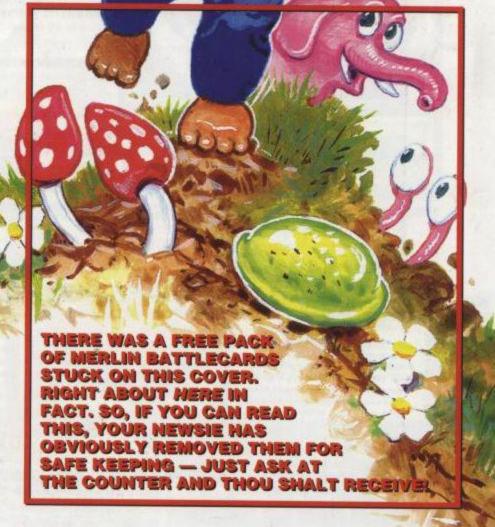
RELAGION

EXCLUSIVE TROLLS DEMO PLUS
FOOTBALL MANAGER, ARTURA AND
EXTRICATOR & EASY LIVES CHEATS!

LOOK HERE!

The two terrific tapes
which should appear here
are obviously missing (you
wouldn't be able to read this
if they weren't, see?). We'll
bet our bottom dollars that
your concientious newsagent
has removed them for safe
keeping and, if you ask
him/her nicely enough,
they'll hand 'om over.
So don't dip out,
shout!

A MINI CASIO T PLUS 20 TROLL SHIRTS FROM FLAIR



PLUS: TECHIE TIPS... ADVENTURES... PD... CHARTS... NEWS... THE LO

NOW A TOTAL MOUSE/ GRAPHICS PACKAGE FOR YOUR COMMODORE BEATABLE





- This Commedore Mouse is a high resolution two button mouse featuring optical counting, teflon guides, microswitches, rubber coated ball and high quality interface.
- When combined with OCP Advanced Art Studio this graphics package is quite simply the best system available. The features are unmatched...
- Create an image shrink it, expand it, move it, rotate it, copy it, colour it, etc., etc.
- Spray patterns or shades, make elastic lines stretch and manipulate shapes.
- Zoom in to add detail in fine mode. Pulldown/Icon driven menus for ease of use.
- Mouse operation, plus joystick and keyboard control.
- 16 pens, 8 sprays, 16 brushes so flexible anyone can create superb graphics easily.
- Full cut and paste facilities plud excellent printer support.





TOTAL PACKAGE INCLUDES MOUSE MOUSE MAT/HOLDER AND OCP ADVANCED ART STUDIO LEASE STATE IF YOU REQUIRE TAPE OR DISK

FREE! MOUSE MAT AND **MOUSE HOLDER**

(WORTH £12.99) WITH EACH PACKAGE



LC 200 COLOUR PRINTER PACKAGE

NOW YOU CAN PRINT OUT YOUR PICTURES IN FULL COLOUR!

- The Star LC200 Colour Printer not only prints in Near Letter Quality for your regular jobs but also prints out your pictures from Art Studio, Action Replay, etc., in generous colour!
- LC200 is a full Centronics printer so it works with other computers (Amiga, ST, etc.).
- Made possible by Datel's unique colour printer driver now you can have a hardcopy in up to 16 colours!!
- No more to buy.

PACKAGE INCLUDES STAR LC200 COLOUR PRINTER RRP £345.00 SPRINT 128 PRINTER INTERFACE RRP £29.99
DATEL COLOUR PRINTER DRIVER SOFTWARE RRP £19.99 **NORMALLY £394.98**

COMPLETE PACKAGE NOW ONLY £259.00

COLOUR PRINTER DRIVER AVAILABLE SEPARATELY ONLY £19.99

- If you already have an LC10 or LC 200 Colour Printer we can supply the Driver separately. Works with Serial Version of LC10, Parallel Port, Sprint 128, etc.

1541 MKII DISK DRIVE



The 1541 Mk II is a superb quality Disk Drive specially designed for the Commodore

TOTAL PACKAGE INCLUDES 6 GAMES

ONLY £149.99

ADD ES IF NEXT DAY COURIER IS REQUIRED

ONLY £139 **AVAILABLE ONN DISK ONLY**

The Advancedd Music System may be tithe best MIDI/music packaage produced for the 64/128 off-fering a huge range of musical d composition ures & MIDI c compatibility,

with the Datel MINIDI Interface you havive the TOTAL MIDI SOLUTION!



 3 additional cartridge slots provided.

DATALUX

 Wear and tear on the original connector reduced.

Switch provided for selecting between game cartridges rather than constant unplugging.

Reset button built-in.

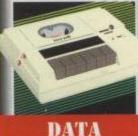
ONLY £16.99



SPRINT 128

- Full feature Centronics Printer Interface
- Connect your 64/128 to a range of full size Centronics Parallel Printers.
- Easy to use supports. Commodore Graphics Set.
- Onboard Microprocessor Chip means no more programs

ONLY £29.99



RECORDER

- Quality Commodore compatible Data Recorder.
- Pause control.
- Three digit position counter.
- Counter reset. Comes complete - no more

ONLY £29.99



HOW TO GET YOUR ORDER FAST!
TELEPHONE [24Hrs] 0782 744707 CREDIT CARD ORDERS ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs. ALL CHEQUES POSTAL ORDERS MADE PAYABLE TO ..

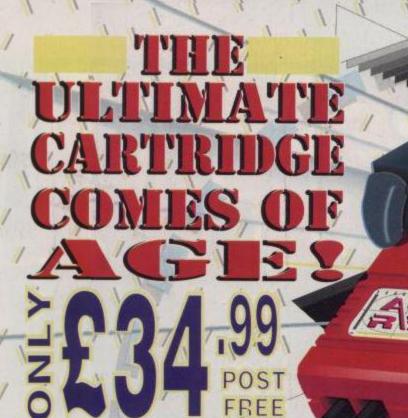


GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND. FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

COM MSE 4



222, TOTTENHAM COURT RD, LONDON, W1. TEL:071 580646



THE ACTION REPLAY MK VI WILL LOAD A 200 BLOCK PROGRAM IN UNDER 6 SEC

THE MOST POWERFUL, FRIENDLY AND FEATURE

- TURBO LOADER Load 202 block program in under 6 seconds - world's fastest disk serial loader. On-board RAM and ROM achieves high loading speeds. Works with 1541/1571/Oceanic/1581.
- INFINITE LIVES GENERATOR Automatic infinite lives!! Very easy to use, works with many programs. No user knowledge required.
- PROF MACHINE CODE MONITOR Full 64K Freezer Monitor - examine ALL memory, including stack, I/O area and registers in their frozen state. Ideal for de-bugging or just for fun!
- SPRITE CONTROL Freeze the action and view the sprites watch the animation customise your games kill sprite collisions.
- FREEZER FACILITY Now you can make your old slow loading programs load faster. Simply freeze the action and save to tape or disk to reload at superfast speed - no more waiting for programs to load.
- DISK COPY Easy to use disk/file copier. Much faster than conventional methods. Ideal for backing up data dsks.

- TAPE TURBO This feature will add Turbo Reload to the programs that you save to tape - no user knowledge required.
- FAST FORMAT/- Format an entire disk in about 10 seconds - no more messing about.
- PRINTER DUMP Print out your frozen screen to printer - MPS 801, 803, Epson, Star, etc. - very versatile.
- CENTRONICS INTERFACE For parallel printers, Star, Epson, etc. Print out listings with graphic characters etc. (Cable required for parallel port £12.99).
- SCREEN EDITOR Now you can edit the entire frozen screen with this text editor - change names on high scores, etc. Great fun!!
- EXTENDED TOOLKIT Many single stroke commands for Load, Save, Dir, etc. Plus range of extra commands, i.e. Auto Number, Old, Delete. Merge, Append, Linesave, etc.









GRAPHICS SUPPORT UTILITIES DISK

SLIDESHOW. View your favourite screens in a slide show type display

BLOW Jp . Unique utility allows you to take any part of a picture & "blow it up" to full screen size

SPRITE EDITOR - A complete sprite editor helps you to create or edit sprites

MESSAGE MAKER. Any screen captured with Action Replay or created with a graphics package can be turned into a scrolling screen message with music

ONLY £9.99

THE REVIEWERS SAID...

"I'm stunned, amazed and totally impressed. This is easily the best value for money cartridge. THE CARTRIDGE KING!" COMMODORE DISK USER

WARNING 1988 COPYRIGHT ACT WARNING

of this product are designed to reproduce only software such as Public Domain own programs or software where permission to make backups has been clearly It is illegal to make copies, even for your own use, of copyright material, without the clear permission of the copyright owner, or the licencee thereof

IOW TO GET YOUR ORDER FAST!

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND. FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324



24 HOUR MAIL ORDER HOTLINE

ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs.

OR CALLAT OUR LONDON SHOP 222. TOTTENHAM COURT RD, LONDON, W1. TEL:071 580 6460

ARVID

COMMODORE

ISSUE 5

MAY 1993



What's cute, hairy and extremely ugly? No, not Miles Guttery, it's the trolls... and Flair picked up the game license!



If you had a face like Lloyd's you'd wear a paper bag as well!



HAPPENING?
News and views from around the Commodore scene.

TOP TON

See what's selling in the wonderful world of Commodore.

REEL ACTION The very best in hardhitting 64 action!

All the latest cheats, maps and listings from the

king of Commodore game-tamers.

THE MIGHTY

All your techie troubles solved. The ONLY regular technical help from any Commodore mag.

PUBLIC

Remi's back, and it ain't a repeat! The

ONLY regular PD section in any Commodore mag.

WHATEVER

An excellent way of finding out what'll be in next month's

00116s 8 05

COMMODORE FORCE.



MILES 'ROCK-A-BYE BABY' **GUTTERY** checks out the very best cutsie platformers (and a few turkeys too)...

THAT WAS THE **GAME THAT**

Ever wondered why some games are programmed and advertised, but never released? IAN 'AWOL' OSBORNE asks himself the same question...



Put that hairy horror on your wall!

GOING, GOING... GONK!
A handheld Casio TV and 20 Trolls T-shirt up for grabs!

Fifth issue already? It's about time we fou out what you lot really think of our illustrious tome, in'it?



Tackle those text-heavy teasers with **Bash! The ONLY** regular adventure column in any Commodore mag.

ORCEFIELD

We can get ANY C64 game currently available, as well as

binders, back issues, datasettes, mouses (or should that read 'mice'?), joysticks, replay carts... you name it, we've got it!

HTMON

I bet you can hardly wait (but read this month's mag first)...

YOU ARE IN WHAT APPEARS TO HAVE BEEN ADDUNGEON. THERE IS A SKELETON PROPPED UP AGAINST OME WALL. THE ONLY EXIT IS

You can also see:-a spanner a sony walkman

MEXAMINE SKELETON MOVE?

already done that. your next move?

ong....Beatles wasn't it? uld you like to do now?

HE EXTRICATOR

Ace adventure for puzzling passt midnight with.

FOOTBALL

Looking forward the the release of Football Manager 3? Now you can see wheere it all began witth the father of marnagement games.



4 MOST SUPER SPORTS CARNAGE DREAM TEAM LETHAL WEAPON SERGEANT SEYMOUR -ROBOTCOP SUPER SPACE INVADERS

58 SUPER SPORTS 48 CHALLENGE 56 54 SUPERFIGHTERS 55 49 TABLE TENNIS 46 TROLLS 14 **WWF 2 -**50 EUROPEAN RAMPAGE TOUR 51 53

There's two sides to every story, two half-eaten sarnies in Chris's desk, two wheels on Miles's car, two brain cells in lan's head, two enormous zits on Steve's ugly mug, and... two tapes on every issue of COMMODORE FORCE!



ARTURA

Mappers take heed - you'll be falling over yourselves to play this corking arcade adventure.



Your chance to see why Trolls deserves a **Hurricane Hit with** this superb Candy World demo.

COMMODORE FORGE

COMMODORE FORCE (Incorporating ZZAP!64)
Is Britain's biggest C64 mag — created by:
Impact Magazines, Ludiow, Shropshire, SY8 1JW.

EAT IN OR TAKE OUT EDITORIAL
MANAGING EDITOR
Steve Meat is Murder Shields
DEPUTY EDITOR
Ian But Vegetables Have Rights
Too, You Know! Osborne
CORDON BLEU DESIGN
SENIOR DESIGNER
Mark 'Ooh La La' Kendrick
PRODUCTION-U-LIKE
PRODUCTION MANAGER
Peter 'Half Baked' Smith
REPROGRAPHICS
Rob Extra Beans Millichamp
NOUVELLE CUISINE ADVERTISING

OUVELLE CUISINE ADVERTISING

ADVERTISING MANAGER Sheita Big Mac. Huge Arse Jarvis ADVERTISING PRODUCTION Jackie Boil In The Bag. And On The Back Of The Neck Morris

ADVERTISING SALES Michelle Frogs Legs... Nice Burn Though' Kendrick Pete Two Plod And Chips, Please' Raybould

PAT-A-CAKE COMMERCIAL HER FINACIAL DIRECTOR ease Sir, Can I Have Santhosh 'Bread Pudding'

PUBLISHER
Eddie 'Please Sir, Can I Have
Some More?' McKendrick
PUBLISHING DIRECTOR
ROSE 'Sherry Trifle
ROSE CORRELITATION

Thomas
CIRCULATION DIRECTOR
David Four And Twenty Black
Birds Baked In Pie Wren

PR COORDINATOR Neil 'Fairy Cake' Dyson

The editor's decision is final in all competitions. Full rules available on request. We cannot undertake to return anything sent into COMMODORE FORCE unless accompanied by a stamped addressed

COMMODORE FORCE unless accompanied by a stamped addresse envelope. All trademarks and copyrights are recognised.

O 1993 Impact Magazines Limited.

No material may be reproduced without prior written consent. Printed in the UK by BPCC Business Magazines (East Kilbride). Distributed by COMAG. ISSN 0967-476X.

All editorial and design is completely original. Any resemblance to other magazines, living or dead, is purely wishful thinking. On yeah, some properties in this magazine are used under license from The Big Breakfast covers by Clifflig Frey Up Frey.



6

WILLS II

HERE ARE THE ED LINES

The sun is out, the sky is blue, and here's our May issue, just for you! Oh, the joys of spring. The **Ozric Tentacles are warbling** away merrily on my cassette player, the C-Forcers are beavering away like the busy bees they are, and I've just been blasting away on two of the most excellent reader games I've seen to date. It's too late in the day to get either of them on the Reel Action cassettes for this ish they only came in this morning. but watch out next month 'coz we'll be bunging the blighters on then. Someday, all SEUCK games will be made this way...

Meanwhile, not all is quiet in the wide world of Commodore. Traditionally, this is the period when things start winding down for the summer when, it's reckoned, gamesters take to the beach or back garden to sun themselves and shun their C64s. Games are arriving almost every day, though, and tantalising news of forthcoming releases reaches our ears on a regular basis.

To be honest, the continued success of the Commodore 64 has taken a lot of industry luminaries totally by surprise. With all the hype and hubbub surrounding the consoles, many software developers got suckered into believing the trusty old 64 was on its last legs and not worth producing games for. Ha! Our growing circulation (it's almost doubled since Issue #1!), coupled with a postbag bulging with new devotees to the 64 scene, is testimony to the truth.

May The Commodore Force Be With You. Always!

Steve Shields Managing Editor

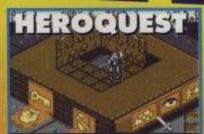
Steve

BREAKFAST

Hi — Ben The Boffin here
with some great news about
your scrumptious BIG
BREAKFAST tips. I was going
to send a whole heap of
heinous helps, but with so
many games and so little
time (being a high-flying
media personality is such
hard work), I couldn't decide
what to do — can you help?
To vote for the game of your
choice, call one of the
following numbers;

The call costs no more than 10p, which is less than the cost of a stamp. The game with the most votes will be tipped from top to tail in a future COMMODORE FORCE.

Remember, keep watching THE BIG BREAKFAST computer feature, Master Blaster, on Mondays and Thursdays, 7.45 am, and keep jabbing those joysticks!



0839 007 885







WIOS PLANTS WILL

STEVE SHIELDS

lan's Who's Playing What bit, and I must say I disagree with him. Ocean's Lethal Weapon is an excellent game so please, I implore you, buy two copies each! Seriously, though, Trolls and Camage have kept me merrily motivated well into the wee hours this mumph...

OSBORNE

There's a right and a wrong way to do a license. You could create a boring, derivative pile of tosh that'll sell anyway (*Lethal Weapon*), or you could create a polished game, taking the machine to its limits (*Trolls*). If the Ocean outing sells more, I'm resigning!

■ C-FORCE No.5 ■ MAY 1993

VIII III

ONE BLINDING MOUSE

o you get frustrated playing icon-driven games due to clumsy controls? Is that great art package you had for Christmas sitting redundant because you can't draw with a joystick? Your problems are over — Datalux have a fully-compatible mouse for your Commodore 64. When ours arrived we tested it out on Flair Software's awesome Elvira II, and it played as well as SHE looks!

Comfortable in the hand with two nicelyweighted buttons, the mouse moves exceptionally smoothly, giving a reassuringly precise control. This indispensable

piece of equipment can be yours for the unfeasibly reasonable price of £17.99.
Check out the FORCEFIELD PLAZA for details, and get 'em while they're

hot!

OGFAN IN CHARITY PROMOTION COMOTION

cean Software's contribution to this year's Comic Relief event is a brill full-pricer called *Sleepwalker*.

Controlling a cutsie dog, you must help your somnambulistic master negotiate a series of hazards such as trapdoors, toxic waste and less-than-friendly reptiles. To help him over a particularly large leap you give him a hefty kick up the behind, lifting him into the air (he must be a VERY heavy sleeper). Ocean and Comic Relief share the proceeds from the

game.
Many of last year's Comic
Relief offerings were of
questionable quality. The tape,
for example, was about as funny
as a telephone answering machine,
and the comic was a self-indulgent
mess. Judging by the
Amiga game, though,
Sleepwalker will

be a real killer
The C64
version is
currently

being program-med — watch this space for more details!

SEEN THE FANZING C64/128

FRIENDZ

CONTAX

MAGAZINE

f (like us) you thought the only good thing to come out of Australia was Sophie off Home and Away, think again. Friendz & Contax fanzine hails from the land of

kangaroos and watery beer, and is dedicated to all things 64.

Containing everything from game reviews to programming hints and hardware information, our copy has twenty clearly laid-out pages full of news and views from down under. If you want to know more, write to:

Steve Hedges, 11 Dunsford Street, Whyalla Stuart, South Australia, Austalia 5608 Keep up the good work Stevey boy!

SEEN THIS OTHE ZINE ON THE SCENE?

ticking with the fanzine thing for a mo, Issue One of Super 64 is now available.

For a copy, send a SAE and cheque for £1

(payable to R Randle) to:

Super 64 Fanzine, 13 Stanley Road, Hinkley, Leicestershire LE10 0HR

IT'S A FAIR COP.

hose in the London area hoping to go the All-Formats Computer Fair at Sandown Park on Saturday, April 24th... don't! The venue is actually the Novotel, Hammersmith.

Due to a cock-up by the organisers, the wrong venue appeared on one-and-a-half million '£1 Off' vouchers, tens of thousands of advance tickets, countless adverts and numerous press releases!

If you're going to the All-Formats
Computer Fair on Saturday, April
24th, go to THE NOVOTEL,
HAMMERSMITH not Sandown
park. The fairs are usually well
worth checking out so hopefully
everyone will get there in the end.

SPENT CARTRIDGES

ttention all multi-load haters... we've just recieved news of several games now available on that wondrous format known as the cartridge! First up is Space Gun, a much-praised Op Wolfish blast-'em-to-bits outing. Previewed this ish in anticipation of it's imminent re-release, all xenophobes who can't stand tape hassles should take note.

If ghostly goings-on are more your cup of hemlock, *The Addams Family* is also being rereleased on cart. Last but not least is System 3's completely wonderful *Turbo Charge*, one of the best drivers on the C64. All three cost £19.99 each and are available by mail order from Software City. See their ad elsewhere this ish for details.

BUTTON-TAPPING BANTER BY THE CREW.

CHRIS HAYWARD

The colour-sploshed Trolls captured everyones attention, and there was much bickering as to who played first when it arrived. Carnage also proved to be a winner, giving me several ideas on how to drive my own spluttering automobile—I can now reach 21mph flat out!



MILES GUTTERY

o It's been a funny old month, Happy as I was with my carefree existemce (peace man!) my joviality was further increased by the arrival of Slicks (on the Super Sports Challenge compilation) and the completely wonderful Trolls. 'Jolly big wowzers', I chirped with delight, and played them lots.





STREET FIGHTER 2 US Gold £12.99



STREET FIGHTER Kixx £3.99



GOLDEN AXE Tronix £3.99



Why is Street Fighter II still
Number One? It wasn't that
good. More worrying still, its
terrible predecessor's selling
on the hype generated by its
disappointing sequel. You
want good games? Fine. Read
the reviews and buy the great
releases. If software companys

can over-hype mediocre games into the charts, they
will. If you want good games, do something about it!

Hit Squad £3.99



DIZZY: Codemasters
PRINCE OF
THE YOLK FOLK £3.99

6. F16 Combat Pilot	Action 16	3.99
7. Test Drive 2		
8. Terminator 2		
9. WWF European	N. Carlotte and St.	
Rampage Tour	Ocean	10.99
10. Fun School 2		
over 8's	Hit Squad	3.99
11.Lotus Turbo		
Challenge	GBH	3.99
12.DJ Puff	Code Masters	3.99
13.F-15 Strike Eagle	Kixx	3.99
14. Graeme Souness		
Soccer Manager		
15.Arnie		
16.Italia '90		
17. Spellbound Dizzy	Code Masters	3.99
18.Crystal Kingdom		
Dizzy	Code Masters	9.99
19. Wrestling	Annual Laboratory	and the same of
Super Stars	Code Masters	3.99
20.Championship		
3D Snooker		
21.Trivial Pursuit	Hit Squad	3.99
22.Dizzy:	And the same	
Down the Rapids	Code Masters	3.99
23. American Tag Team	-	
Wrestling	Zieppeiin	3.99
24. Magic Land Dizzy		
25. Summer Camp	K.IXX	3.99
26. Football Manager 3	Prism	10.99
27. Manchester United	LUIS Council	2.00
28.New Zealand Story 29.Toki	niit Squad	14.00
30.S.C.I		
31.Bubble Bobble		
32.Hero Quest		
33.Slicks		
JO. GIICKS	Gode Masters	3.33

34. Captain Dynamo	Code Masters	3.99
35. Jack Nicklaus Golf		
36.Fun School 2	Hit Squad	
37. Creatures		
38. Super Off Road		
39.Emlyn Hughes Int		
Soccer	Touchdown	3.9
40.Big Box 2	Beau Jolly	16.9
41.Robocop		
42. Battle Command	Ocean	14.9
43.Fun School 2 under	6 Hit Squad	3.9
44. Shoot 'em Up		
Cons Kit	GRH	4.9
45.Flimbo's Quest	Kiyy	3.9
46.BBC TV's		
Match of the Day	Zeppelin Premier	10.9
47. Multimixx 1 Golf		
48. Pitfighter		
49. Rick Dangerous 2	Kixx	
50.International Tennis		
51. James Pond 2 -		
Robocod	Millennium	11.9
52.Pictionary		
53. Silent Service	Kiyy	3.9
54. Dream Team		
55. Gunship		
56. Superstar Seymour.		
57. Microprose Soccer .		
58. Bullys Sporting Dart		The second second
59. Viz	Tronix	. 4.9
60.Combat Pack 3	Zeppelin	
61.Batman The Movie		
62. Doctor Who		1000
Dalek Attack	Alternative	. 7.9
63.Chase HQ		
64. Bubble Dizzy	Code Masters	3.99
65. Quattro Megastars	Code Masters	3.99
or again o megastars a	me due maeter dinin	

66. Super Monaco GP		
67. Shadow of the Beast .		
68. Magic Rufus	.Alternative	.3.99
69. Trevor Brooking		230
World Cup Glory	.E&J	.3.99
70. Creatures 2 Torture		
Trouble		
71. Wild West Seymour		
72. Quattro Fantastic		
73. Pro Tennis Tour	Hit Squad	. 3.99
74.Int 3D Tennis	.GBH	. 3.99
75. Ultimate Golf	GBH Gold	. 4.99
76. Quattro Skills	Code Masters	. 3.99
77. Wolrd Champ Boxing	.GBH	. 3.99
78. Movie Premiere		14.99
79.CJ in the USA		
80. Operation Thunderbolt		
81.Smash TV	Hit Squad	. 3.99
82. Champ. Wrestling	Kixx	. 3.99
83. The Addams Family	Ocean	.10.99
84. Dizzy Collection	Code Masters	. 9.99
85. Dizzy Excellent Adv		
86. Turbo The Tortoise		
87. Robocop 3	Ocean	.14.99
88. Hudson Hawk	Hit Squad	3.99
89. Last Ninja 3	Kixx	3.99
90. Popeye 3	Alternative	3.99
91.N.Faldo's ChampGolf	.Grandslam	14.99
92.Myth	Kixx	3.99
93. Super All Cars	Code Masters	12.99
94.Renegade 3	Hit Squad	3.99
95. Quattro Fighters	Code Masters	3.99
96. Double Dragon 2	Tronix	3.99
97. Popeye Collection	Alternative	6.99
98. Moonwalker	Kixx	3.99
99. Seymour Stuntman	Code Masters	3.99
100.Fantasy World Dizzy	.Code Masters	3.99
The state of the s		1000

IT'S ALMOST ENOUGH TO MAKE YOU WANT TO OWN A CONSOLE!



NINTENDO! ON SALE NOW



100% SEGA SENSATION! ON SALE NOW



It's here, the game that spawned a thousand clones, sold a million copies and inspired two sequels — Football Manager, the first and some would say finest management sim ever is here for you on this month's covertape!

Prism Leisure OADING

he game is broken into three sections. On first loading, you start at Part One. The following notes guide you through the rest of the game.



Got a disk drive? Wanna get this month's REEL ACTION raves on disk? All you have to do is cut out or photocopy this coupon and slap it in an envelope with a ciheque/PO for £1.49 (payable to Ablex Ltd) to; Ablex Audio Video Ltd, Harcourt, IHalesfield 14, Telford, Shropshire TF7 4QIR.DON'T SEND YOUR COVERTAPES, you get to keep those as well! Can't say fairer than that, can you?

Postcode

POS	TEAM	F		PT:
H234567898123456	Hereford Rochdale Halifax Hull Port Vale York City Hartlepool Mansfield Stockport Torquay Colchester Darlington Crewe Scunthorpe Bury	<u> </u>		1000-44-44-44-4000
Leas	gue Pos.: 1	Leagu	је на	tch 1
	Press Sizial	ments to	con	tinu

STARTING THE GAME

a) When your name is requested, type your full name as Team Manager.

b) No matter which team you choose to manage, you start in Division Four (note — the game was written before the Premier Division, so the divisions are labelled One, Two, Three and Four). If your favourite side isn't on the list, choose any as you can change the team name later on.

c) Start at 'beginner' level and work your way up as you become more skilful

THE MAIN GAME

This consists of five phases:

PHASE 1

OPTIONAL ACTIONS

a) SELL OR LIST PLAYERS

The players in your squad are listed (see IMPORTANT NOTES - PLAYER ATTRIBUTES If you select a player to to be sold, a team make an offer for him. Note that if you refuse the offer, there's a risk that interested clubs will no longer

want to buy him. b) OBTAIN A LOAN

You may increase your bank loan up to your credit limit as follows;

DIVISION	CREOTI LIMIT
1	£1,000,000
2	€750.00
3	€500.00
4	£250.00

c) CHANGE TEAM OR PLAYER NAMES

First you have the option to change team names. If taken, the teams are displayed by division. Take care not to duplicate an existing team name. Next you can change player names You can type your own choice of names, or





Prism Leisure

You are Artura, son of Pendragon (and your mother never told you). To become the saviour of the ancient Britons, you must unite the many kingdoms of Albion (blasted West Brom supporters) against the numerous invaders landing on the shores of our green and pleasant land.

You must find the hidden treasures of Albion, the whereabouts of which are known only to Merdyn the mage. Unfortunately he's disappeared and Morgause, your evil halfsister, kidnapped his apprentice Nimue and

imprisoned him in her stronghold. You must rescue

Travel to Morgause's dungeon using the Mystical Wheel of Cerridwen, and battle through the fortress to locate Nimue

Find and use all the hidden Rune stones only then may you return home and lead the Britons to safety.

Control is via a joystick in Port 2 with 'R' accessing the Rune mode.



PHASE 3 **MATCH RESULTS**

All the match results from your division are displayed. Note your home gate money increases when you win, and decreases when you lose. Your gate money on away matches depends on the quality of your opponents.

perhaps even make yourself player-manager! d) SAVING THE GAME.

To save the game, select the KEEP option. Get a blank tape ready and follow the on-screen instructions.

PHASE 2

PLAYING A MATCH

a) TEAM ATTRIBUTES

Energy, Morale, Defence, Midfield and Attack have a minimum value of 1 and maximum of 20. They are calculated as follows;

- Energy The average energy rating of all
- players selected to play in your team.

 Morale Begins at ten, increasing when you win and decreasing when you lose.
- Defence The total skill rating of all defenders selected.
- Midfield The total skill rating of all Midfield players selected.
- Attack The total skill rating of all Attackers selected.

b) TEAM SELECTION

See IMPORTANT NOTES - PLAYER **ATTRIBUTES**

c) MATCH HIGHLIGHTS are shown using 3D graphics. The home team plays from left to right, and your team always plays in its own colours. The team with the best attributes often win, but there's always a chance of a shock result or giant killing, just like real football.

- When the players are listed, several details
- a) THE PLAYER'S POSITION (Defender. Midfield or Attackeri is indicated by a D, M or A respectively in the far-left hand column.
- b) PLAYER'S NAME c) PLAYER'S NUMBER used when
- d) SKILL RATING the highest is five. lowest is one
- e) ENERGY or a scale of 1-20, the energy rating of each player is reduced by one after each match played. It will increase by ten if he misses a match. Part of the skill involved is resting the right players, increasing their energy without doing too much harm to the skill ratings of the complete team.
- f) VALUE IN POUNDS relates directly to the skill rating of the player and the division your team is in.
- g) Picked to play, Injured, or Available for selection - indicated by P, I and SPACE respectively in the far-right hand column. NB Injured players cannot be selected to play.

PHASE 4 VEEKLY BILLS

a) WAGE BILL

The higher your division and greater the total skill of your players, the higher the wage bill.

b) LOAN INTEREST

One percent of your outstanding

- c) OTHER BILLS AND PURCHASES.
- d) WEEKLY BALANCE

The profit or loss for the week.

PHASE 5 TRANSFER MARKET

You're given the option of bidding for a player. The more you bid in relation to his value, the more chance you have of purchasing him. If your bid fails, the value of the player increases.

The five phases are repeated for fifteen league matches and all FA Cup ties. The game then moves to part three;

END OF SEASON

- a) The final league table is printed.
- b) Your league success money, which is dependent on how high in the league you finish, is allocated to you and displayed.
- c) The top three teams in each division are promoted, and the bottom three are relegated.
- d) Your new managerial rating is calculated, depending on your success so far.
- e) New SKILL and ENERGY ratings are generated for all players.
- f) The new season starts at Part

RESTORING A SAVED

a) Place the saved game cassette in your datacorder, and select 'R' from the Optional Actions menu. Follow the instructions on the screen. The game will re-start at Part Two, Phase One.

PACKAGING AND CONTENTS © IMPACT MAGAZINES LT NOT TO BE SOLD WITHOUT THE MAGAZINE. • EXTRICA OTHE GUILD 1992 ● TROLLS DEMO OFLAIR SOFTWARE 1992 @ EASY LIVES @ IMPACT MAGAZINES 1992.

PACKAGING AND CONTENTS © IMPACT MAGAZINES LTI NOT TO BE SOLD WITHOUT THE MAGAZINE.

- FOOTBALL MANAGER ©PRISM LEISURE 1992
- ARTURA ©PRISM LEISURE 1992

This months coupon isn't so much a coupon as an advert for next months coupon! Confused? It's easy — next month this coupon will enable readers to pick up empty cassette cases at a special discount price. But this month it doesn't. Okay? Good!

900

90

000

The Guild

he Extricatoris a single-part graphic adventure in which you must explore the Star Fleet command base and rescue the much-maligned Professor Roberts. There are several sectors to explore, each with its own problems and pitfalls. Full details are given on loading, so boot it up and get adventuring!

What is your next move?

EEXTRIC



The first few moves are as follows; Examine the scarecrow and get the shovel. Keep going South until you get to the sand hillock — a dead end. Dig sand three times to reveal a hidden tunnel...

If you need further help, send a SAE to Tony Collins at The Guild, 760 Tyburn Rd, Erdington, Birmingham B24 9NX and mention the game name!

You can also see:spanner sony walkman

What is your next move? MEXAMINE SKELETON

've already done that.

is your next move?

Great song....Beatles wasn't it?

What would you like to do now?



MME WORZEL

FORCE GAME

rince Andrew, Mark Thatcher, Steve Shields... they've all had easy lives, and now you can too. Get down to the cheat street beat with MC Commodore Force and spin the hottest games in town. We've received a tip off from our top disk jockey, Jon 'groovy dude' Wells about several cool hits, namely; STAR PAWS

QUE-DEX

DELTA RASTAN 720° LAST NINJA 2

Use a joystick in Port 2. Load Easy Lives, pick the game you want, then fiddle about with it via the easy to-use menu. Press return and load the game when prompted.

So get out there and do your duty!





baby trolls and high-tail it to the exit... actually the exit isn't there on the demo version, but after a few plays you'll be hammering on the door of your local software emporium demanding a copy of the full game anyway.

Watch out for various nasties - some can be bounced on, others can't. Keep an eye open for the hidden platforms too!

Well? Whataya waiting for? Slap a joystick in Port Two and get going!



Written a game? Great send it in! Remember, we want high-quality GAMES, not pencil -and-paper to program your game for you -

Telephone (Daytime)..... (Evening) Utility used (if any)..... Best Battlecard.....

Please sign this declaration;

This program is submitted for publication by Commodore Force. It is wholly my/our own work and I/we agree to indemnify Europress Impact Ltd. against any possible legal action should copyright problems arise. This game is not being considered for publication by any other magazine or software house, and I/we will let you know in writing in the event of this happening.

Remember we will NOT consider your game for publication unless you enclose this coupon (or a photocopy).

Send the game and coupon to; A Piece Of The Action, Commodore Force, Case Mill, Temeside, Ludlow, Shropshire, SY8 1JW.

Keep a copy for yourself too. If you want your game returned, bung in a SAE



In fairy tales, smelly old frogs often turn into handsome royals, but it's not often the Troll under the bridge turns out to be an angelic dwarf with a stunning hairdo. CHRIS 'BILLY GOAT GRUFF' HAYWARD dashes across without paying the toll...

rolls are a unique if obscure breed of creature. Known for their cheeky cherub-like faces and vivacious tinted manes, the brightly-coloured beings of Scandinavian folklore finally make their C64 debut in a sparkling platform game.

All tales of old start with a mystical setting, and Trolls is no exception. Our hairy hero began life in a quaint toy-makers workshop deep in the snow-capped mountains where all was at peace. Yet one night, with the hearth embers gently flickering and snowflakes whispering upon the window slats, the solitary Troll was awakened — for unlike the spinning tops, wooden cars and action men, the cute

one had a life of his own!

It's a little small and could do with a few

power-ups, but this doesn't stop *Trolls* being one of the best platformers ever on the C64. The scrolling's first-rate, the animation faultless, and the graphics... er — wow!

I don't agree with Chris about the energy bar. Instant death makes the game far more immediate, and you start with plenty of lives anyway. Well thought out levels and baddies that don't

ressurect when you leave the screen

make Trolls a worthy HURRICANE HIT. But don't take my word for it — check out the exclusive demo on this month's covertape!

minute passed before an eerie voice recounted the story of missing Troll children. Many a child had been lost in dangerous uncharted lands, and being so young the Troll elders had given up hope of them surviving alone. Of course, not everybook

Little

more than an

course, not everybody presumed the little 'uns dead, and bored with the daily routine of shop shelf life the flaring-haired dwarf bravely volunteered to venture forth and recover the lost kids.

HISTORIES CONTRACT

The game's a platform arcade quest where you visit four mythical worlds with two levels in each. The Troll you control (no sad pun intended) must leap and bound across the platforms (and swim in later levels) collecting the distressed children to progress to the next area. As ever, the nasty creatures of evil are out in force, each intent on making your task all the trickier.

Extrolling the

The main character may seem odd, but he's not a patch on some of the ludicrous baddies scattered around. Walking pencils, hat-dwelling rabbits and bouncing blobs - weirdness personified! Some of these fiends can be disposed of by simply jumping on them (their ghastly grins reduced to transfixed gasps as they plummet off screen), but others are a lot tougher and the only way to remain intact is to avoid them. There's also a plentiful supply of point collectables, the most common being balloons which burst on impact revealing a tasty item to boost your score. Not every kiddie has to be rescued to continue to the next land, but if you bounce to the end without any at all access is denied. Persevere though - without the younger generation, the entire Troll race will eventually disappear, and life without those haircuts would be positively tragic.



Above: Bubble trouble on Level One – those detailed backdrops don't actually move, but they're none the worse for the Right: Fable World, and our intrepid Troll's about to bump into, well, who the hell is that s'posed to be anyway!?



16 ROUNDEUR

Woodland animals with floppy ears are enough to make most joystick-bashers barf, but MILES 'SWEETIE-PIE' GUTTERY's always cuddling his fluffy bunny, so we made him wear a pair of platform shoes and check out the very best C64 cute-'em-ups...



THE GREAT GIANA SISTERS

Rainbow Arts

o Mario really did come out on the 64. The Great Giana Sisters is an unashamed rip-off of the N******o game. Run around a Marioesque fantasy world jumping on tortoises, head-butting bricks, crawling down pipes — sound familiar?

If you've already read lan's unreleased games feature you know your chances of finding it in the shops are zero, but check out the car boot



sales — you won't find anything more Mario-like without buying a NES!



FLIMBO'S QUEST

System 3

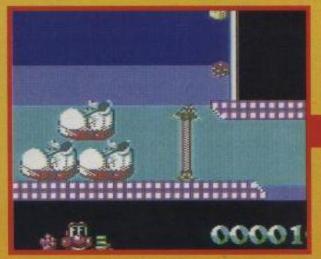
ne of the cutest cutesies ever! Help little Flimbo cross his colourful home of Dewdropland (I ask you) by shooting snails, short fat dinosaurs and a whole multitude of other little beasties. What sets Flimbo apart from the masses is its graphics, which are as close to arcade quality as is possible on the C64—the parallax is phenomenal! Aidd to this a brilliant: atmospheric soundtrack and some snazzy presentation, and you have a wonderfully compelling piece of software. It's now available on budget so no Commodore owner has any excuse for not having a copy.



RODLAND

Storm

am and Rit are two little fairies whose mother has been kidnapped and imprisoned in a mysterious tower. You (and a friend in simultaneous two-player mode) take control of the sickly-sweet pair, running around each screen duffing equally fluffy opponentss by catching hold of them with your magic roods and smacking them repeatedly against the ground until they explode. Everry four screens a big baddy appears. These range from tearful crocodiles to sleeply elephants. Backgrounds are a little dull but perfectly-





drawn sprites and a variety of jolly tunelets make for hours of enjoyable rodding.



— ROBOCOD

he aquatic secret agent returns in his second escapade. This time he's come out of the water to defeat the evil Dr Maybe. Robocod was roundly applauded on the 16-bit machines, but the C64 version's a different story. Bland and ill-defined graphics give a washed out feel to the game, and its simplistic and unchallenging gameplay serves up a sadly unappetising fish dish.





ROUND-UP

100000

CREATURES● Thalamus

Il the Fuzzy-Wuzzies bar one have been kidnapped by evil demons (and not Clive Dunn? Dep Ed).
Clyde Radcliffe, the only escapee,

must rescue his chums — or die trying!
Three huge levels will keep you
going for a long time, not to mention
the hilarious torture screens at the end

of each. These were so good they were used as the basis for the sequel. A game that has you cursing, laughing, but above all enjoying, way into the night.





CARRAIN

Code Masters

he Captain's an aging super-hero who steps out of retirement to save the world one last time.

Work your way to the top of each vertically-scrolling level, collecting diamonds and evading the many devious traps designed to stop you from reaching your goal. The main sprite's really good with some amusingly exaggerated animation, but the game's let down by its difficulty level. Pixel-perfect positioning and spot-on timing prevent you getting anywhere, and restart points are few and far between. If you think you can stand the

frustration factor, there's a half-decent game lurking in there. Unfortunately, you need the patience of several well disposed saints on tranquillisers to find

FORGE

RAINBOW ISLANDS

Ocean

ub and Bob are back in the sequel to Bubble Bobble
— or at least one of them is. The computer
conversions of this Taito coin-op did away with the
two-player option. Not that this affects the game too much –
Rainbow Islands is still a brilliant romp!

Filled with amusing baddies, power-ups and heaps of fruit, RI also features one of the most original weapons ever seen in a computer game. Firing rainbows to dispose of foes and climbing over them to get to seemingly unreachable platforms is indescribably addictive. Two-player option aside, this is a near-perfect conversion in every

conceivable respect. Pity the sequel, Parasol Stars, won't make it to the C64!



CAVERN:82 DIAMONDS:838



MANIC MINER • Software Projects

oah, check this out! One of the first home computer games ever, and it's still a classic. The last of the great heroes, Miner Willy, is looking for treasure. Down the mines there are untold riches, but with a

plethora of patrolling nasties, a myriad of collapsing platforms, and countless almost-impossible leaps it's a quest only the most intrepid of people would attempt. MM looks its age, but in playability terms it's timeless. With incredibly simple controls and unbelievably tricky screens, it's more addictive than a lorry-load of very addictive things indeed.



18 ROUNDER

WONDER BOY

Activision

irst impressions of Wonder
Boy aren't too encouraging.
Your nappy-clad character's
large but badly drawn and many
of the backgrounds are either too
garish or too drab. Things improve
after a few plays, but not enough
to merit jubilation.

An annoyance rears its ugly head when you die. You lose your weapon, and if another one doesn't show up pronto you've got

no chance! Having said that, the game's still a bit on the easy side. A conversion of a prehistoric coin-op that's really showing its age.



F F

EDD THE DUCK ● impulze

dd must complete nine episodes (levelsis) of his new TV show in a mere four takes (lives). Released shortly after the utterlyly spondicious *Rainbow Islands*, this colourful vertically-scrolling leap-about is as blatant a ripoff as you can get. The similarity between thinis and *RI* doesn't extend to the quality, though. After a few plays you realize there's not the same a depth of appeal or jolly graphics. It could be a worse, but it's sill a bit quack.



TARZAN GOES APE

CodeMasters

n evil witch-doctor has turned the keking of the apes into an ape himself. The only way Tarzan can regain humanan form is to work his way to the top of each a vertically-scrolling level by jumping and climbing vines, collecting ingredients for a a magic potion as he goes. Very much in thehe vein of Rainbow Islands, but nowhere nearsar as good. However, it has no pretensions to be be a classic, it's simply a cheap way to kill an hchour

TOKI • Ocean

h no! Another macho hunk finds himself transformed

into a primate by torces of evil. Your job is to help this desperate chimp conquer the game's large levels, but watch out, there are plenty of surprises in store! Many and varied villains stand in your way, and to add even more variety different levels must be tackled in different ways - some scroll vertically, others horizontally. Graphics are a little basic, but a fair and lasting romp is on offer for fans of the



DANGEROUS

Firebird

he cutesy answer to Indy, Rick Dangerous was released some

time ago to a mixed reception

action and puzzling is pitched just right,

and you get a tad further with every play. The comical main sprite leaps and

bounds very responsively, disposing of

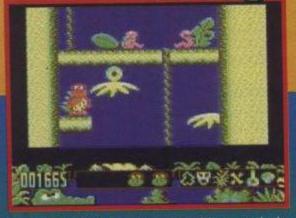
jabbing them in their pot-bellies with his stick. Atmospheric graphics and a nice sprinkling of humor put Ricky up there

various chubby denizens by either shooting them, blowing them up or

with the best of them.

from the media. I must admit I really enjoyed it. Its mixture of mapping.

FORGET



or two. That's all it sets out to achieve, and why not?



IMPOSSAMOLE

Gremlin

his is Monty Mole's third outing, and it loo surprisingly similar to Rick Dangerous, perhaps because it was programmed by

03:30

Core, the team responsible for the *RD* games.
Unfortunately *Impossamole* hasn't Rick's appeal.
Making headway can be infuriatingly tricky, and with only one life, frustration's never more than a whisker away. A bog-standard effort with little to lift it above the average.



FORGE



CHUCK ROCK Core

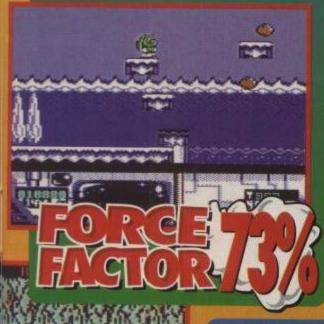
aveman capers are the order of the day with Chuck Rock's Neanderthal tomfoolery. With a massive chin and an even bigger belly, you must guide Chuck through the prehistoric landscape. chucking rocks (natch) and using the odd yet addictive belly-butt to dispose of pesky dinosaurs. The excellent cartoony graphics have you in stitches from start to finish, so don't delay - grab a rock and start chucking, er, throwing, I mean, oh nadgers, just buy the game!



0 1 3

CodeMasters

urbo's a miserable-looking geezer who must negotiate a horizontally-scrolling cartoon'o'rama. The sound's barely adequate, but the backgrounds add interest. The game's strongest point is the main sprite. Turbo himself is full of character, and the way he pants and puffs his way around is amusingly endearing. The sad look on his face is almost enough to bring tears to your eyes. Gameplay can get a little repetitive, but it's certainly more fun than having a portion of steak and chips welded to your dog.



he evil Baron Von Blubba has turned poor Bub and Bob into dinosaurs. To regain their true forms they must fight their way through 100 screens of platforms and nasties, finally facing the Baron himself. Blow bubbles to trap the monsters, then pop them to turn the fallen foe into a bonus

The excellent Rodland clearly takes inspiration from this classic. and why not? The difficulty level's just about spot-on, and the two-





THE NEW ZEALAND STORY

Ocean

wenty of Tiki the Kiwi's friends were kidnapped by Wally Walrus to keep him fed through the Winter. Now it's up to Tiki to jump, fly and swim his way around New Zealand to rescue them all. Featuring lovely large levels, colourful graphics, a wealth of adorable adversaries to blat and a choice between music or sound effects, a cutsie atmosphere's certainly the order of the day. Plenty of useful and attractive power-ups can be found, making The New Zealand



CodeMasters oor old CJ lived happily in the jungles of Africa, until the day he was captured by a nasty hunter. The next thing he knew, he was on a plane winging its way to London Zoo. Pausing only to grab an umbrella for a parachute, he made his escape and floated to Earth.

So begins five levels of platform leaping fun, each set in a different country as CJ tries to get home. On the whole the graphics are okay, but too many frustrating deaths bring down the overall mark. Still a solid budget release though.



Story an all-round winner. Put it on and you won't notice the hours 'Tiki'ing by (groan)



player option's great - co-operate to wipe out the baddies, then double-cross your partner to get the power-ups! Still as spritely as a spring chicken, despite its advanced years.



CREATURES 2

ere it is! This gane has been lavished ir praise ever since it appeared — some say it's the best game wer on the C64.

The torture screens are totally inspired, but some of the other sections can be monotonous. By itself this wouldn't be agreat problem, but the game's big letdown is the lack of a password system, making progress frustratingly stunted. Despite its flaws it's still an essental buy—watching the different methods of fuzzy extermination is almost worth the asking price alone.





FORGE

THE ADDAMS FAMILY Ocean

ne of Ocean's; big film licenses of last year, The Addams Family's a hugge 240-screen affair. The star of the game is a short and rather chubby Gomez, who bounds around the Addams's I mansion, grounds and graveyard searching for the rest of his family, who are hiding around the place.

The game's most commendable feature is its excellent visuals arend decent rendition of the famous theme tunne at the start. Unfortunately the gammeplay isn't up to much, boiling down to timing 3 one pixel-perfect jump after another — get it t wrong and Gomez comes to a sticky endd. A big license that looks infinitely better ti than it plays.



BONANZA BROS O US Gold

split-screen two-player affair featuring the Bonanza Bros (no less), two robotic villains. The aim is to travel around various buildings, pilfering valuable objects you come across therein.

The graphics aren't brill, but the two-player

TITANIC BLINKY

Zeppelin

he evil Texan millionaire Arthur J
Hackensack is holding the world to
ransom from his HQ, the newlyraised Titanic. For some reason the only
person able to defeat him isn't a person
at all, but Blinky the little ghost.

Ghosts are the last things you'd associate with cuteness, but this one's mighty cute. He looks so cheerful and sleepy it seems a shame to send him on such a dangerous mission. And

dangerous it certainly is. Contact with a mere snail sends his energy plummeting. This is budget fair all the way, but okay for what it is.



element and the need for co-operation to get things done quicker adds much to an otherwise dullish title. There's a fair bit there, but nothing new or exceptional.

FORGET

FORGE TO A





FORGE

THE AARDVARI

ardvarks are rare heroes in computer gaming, which is or if they can inspire games a good as this. Levels vary from standard (but exceller platformers to an underward submarine section.

Graphics are very good, varying considerably from level to level, and there's loads of amusing little touches such as Nobby's ability to suck ants (ammo from the anthills dotted about.

A thoroughly excellent game!

COFTWARE CITY









PO BOX 888. **WOLVERHAMPTON WV1 1TP** Tel: 0902 25304. Fax: 0902 712751

CALL US ON: 24 HOUR CREDIT CARD HOTLINE 0902 25304

BUDGET		BELLEVILLE COLUMN		CBM 64 FULL 1	PRICE	
2 PLAYER SOCCER SQUAD	3.99				CASSDIS	200
3-D POOL	3.99	MONTY & JACK THE NIPPER 2 (MM5)	4.99	ADDAMS FAMILY	7.99 10.9	
3-D SNOOKER	3.99	MONTY PYTHON	3.99			
A MOST WADTONE		MYTH	3.99	ALIEN 3 NEV		
4 MOST WARZONE (ARMY MOVES 19 ETC)	100	NAVY MOVES	3.99	COOL CROC TWINS	7.99 N	72.00
1943 STREETRIGHTER & B.COMMANDO	499	OPERATION THUNDERBOLT	3.99		7.99 10.9	
ACROJET NEV	N 399	OPERATION WOLF	3.99	CRAZY CARS 3	7.99 N	A
AMERICAN 3-E POOL	3.99	PEGASUS BRIDGE (WAR GAME)	3.33	CREATURES 2	8.99 10.9	
ARMALYTE	3 90	PICTIONARY	3.00	CRYSTAL KINGDOM	0.00 10.0	10
ARNIE	3.00	PIPEMANIA	3.00	Purpose a	700 11	
BANGERS & MASH	3.99	PIRATES NEW	3.00	DALEK ATTAOK	7.99 N/	
BATMAN THE CAPED CRUSADER		PITFIGHTER	3.99		7.99 10.9	
BATMAN THE NOVIE	3.99	PITSTOP 2	200	EXILE	8.99 10.9	19
BATTLECHESS (DISC)	7.99	POPEYE 1 OR 2	2.99	FIRST SAMURAI NEW	8.99 12.9	19
BIFF	3.99	POPEYE 3.	3.99	FOOTBALL'		
BUBBLE BOBB.E	399	POSTMAN PAT 1 OR 2	2.99	MANAGER 3	7.99 10.9	200
BULLY'S SPORING DARTS	3.99	POSTMAN PAT 5	3.99	HOOK		200
C.J. IN THE U.SA		POWERDRIFT	3,99	HOUR IONES	7.99 N/	A
CALIFORNIA GMES	3.50	PRO TENNIS TOUR	3.99	INDIANA JONES-		
CAPTAIN DYNAIO	3 00	QUATTRO ADVENTURE (DIZZY ETC)	3.99	ATLANTIS(ACTION) LETHAL WEAPON MATCH OF THE DAY	8.99 N/	A
CARNAGE	3.00	QUATTRO COIN OPS (FAST FOOD ETC)	3.99	LETHAL WEAPON	7.9910.9	9
CHAMPIONSHF WRESTLING	3.99	R-TYPE	2.00	MATCH OF THE DAY	7 99 N/	Δ
CHASE H.Q.	3.99	RAINBOW ISLANDS	2.00	NICK FALDO'S	1.00 141	-
CHUCKIE EGGI OR 2	3.99	R.B.I. 2BASEBALL	3.00	MICH PALLUCS		
COLOSSUS BFOGE 4	3.99	RECKLESS RUFUS	3.00	CHAMPIONSHIP GOLF		
COLOSSUS CHSS 4	3.99	RICK DANGEROUS 1 OR 2	3.99	POPEYE 1 & 2 & 3 NEW	8.99 N/	A
COLOSSUS CHESS 4 (DISC)	4.99	ROBIN HOOD - LEGEND OF QUEST NEW	3.99	POSTMAN PAT 1 &		
COMMANDO	2.99	ROBOCOP	3.99	2&3 NEW	8.99 N/A	Δ
COUNT DUCKLA	2.99	SAM FOX	2.99	RAMPART NEW		200
COUNT DUCKLA 2NEW		SGT. SEYMOUR - ROBOT COP NEW	3 00	ROBOCOD		
COUNTY CRICET	3.99	SHADOW WARRIORS	3.99	HUBUCUD	8.99 12.99	
CREATURES	3.99	SHINOBI	3.99		7.99 10.99	
CRICKET CAPNN	3.99	SHOE PEOPLE	5.99	SPACE CRUSADE	7.99 10.99	9
DAILY DOUBLEHORSE RACING (DISC)	3.99	SHOOT EM UP CONSTRUCTION KIT	4.99	STREETFIGHTER 2	8.99 12.99	
DELTA	4.99	SILENT SERVICE	3.99	TROLLS NEW UGH		7
DEVASTATINGLOW BOXING.	3.99	SLICKS	3.99	TICH		102
DIZZY PRINCEIF THE YOLK FOLK	3,99	SMASH TV	3.99	WOOLD OF COOCER	7.99 N/A	VOCALL:
DOC CROCKS YOU HEAT	3.59	SOOTY AND SWEEP	2.99		6.99 N/A	4
DOC CROCKS XCELLLENT ADVENTURENEW	2.00	SPACE GUN	3.99	WWF2 (EUROPEAN		
DOUBLE DARF	7.00	SPITFIRE 40HARRIER ATTACK NEW	3.99		8.99 11.99	9
EMLYN HUGHS INTERNATIONAL		STEG	4.99			
FOOTBALL	3.99	STEVE DAVIS SNOOKER	0.00	CBM 64 CARTR	DCF	
F.15 STRIKE EALE	3.99	STREET FIGHTER 3	2.00	CDM 04 CHITTE	IDGE	
F.16 COMBAT LOT	3.99	STRIDER 2	000	BATTLE		
F.16 COMBAT LOT (DISC)	7.99	STUNT CAR RACER	200			
FIREMAN SAM		STUNTMAN SEYMOUR3	199	COMMAND	14.99	
FLIMBO'S QUEF		SUMMER CAMP 3	2.00	BEAST		
GAZZA'S SUPE SOCCER		SUPER CARS	00.5	CHASE HQ 2	14.99	Dice
GLADIATORSNEW.	3.99	SUPER MONACO G.P. 3	1.99	NAVY SEALS	14 99	18
GOLDEN AXE	3.99	SUPER OFF ROAD RACER	1.99	ROBOCOP 3	14.00	9
GRAEME SOUKSS SOCCER MANAGER GRAHAM GOOT CRICKET	3.99	SUPER SEYMOUR	1.99	TOKI	14.99	
CIRCUID	2.99	SUPER SPACE INVADERSNEW	199	TOKI	14.99	23
GUNSHIP	3.99	SWITCHBLADE 3	1.99			
HIDEOUS	9.00	SWIV	199	POLICABION		
HUDSON HAWI.	9.00	TAG WRESTLING 3 TEARAWAY THOMAS 3	1,99	EDUCATION	AL.	
ICE HOCKEY	2.00	TERMINATOR 2 NEW 3	.99	CA	SS DISK	
INDIANA JONE_AST CRUSAGE	3.00	TEST DRIVE 2	90			
INTERNATION#KARATE +	3.99	THOMAS THE TANK ENGINE 2	90	DETTER COCLUMO (0.4)	N/A 14.99	-
INTERNATION/SOCCER	3.99	TRAPDOOR 1 & 2		BETTER SPELLING (9-14)	N/A 14.99	1
INTERNATION/TABLE TENNIS NEW.	3.99	TREASURE ISLAND DIZZY 3	99	BIOLOGY (12-16) CHEMISTRY (12-16)	N.A 14.99	1
ITALIA 1990	3.99	TRIVIAL PURSUIT	99	CHEMISTRY (12-16)	N/A 14.99	3
JACK NICKLAUGOUF	3.99	TURBO TORTOISE 3	99	FUN SCHOOOL 2	A HOLD ON THE	1
JIMMY'S SOCCI MANAGER	3.99	TURRICAN 1 OR 2.	.99	(U6 OR 6-8 OR 8-)	AUA DO	1
JIMMY'S SUPEEAGUE SOCCER	3.99	ULTIMATE GOLF	99	FUN SCHOOOL 2 (U 6 OR 6-8 OR 8+) FUN SCHOOL 4	N/A	1
KENNY DALGLI SOCCER MANAGER	2.99	WILD WEST SEYMOUR NEW 3	de de	I UN DUNDUL 4		The state of
LAST NINJA/BACKOK KNIGHTS		WORLD CHAMP BOXING MANAGER	99	(U5 OR 5-7 OR 7+)	1.99 12.99	1
LAST NINJA 2 13	3.99	WORLD CHAMPIONSHIP SQUASH NEW31	.99	GEUGHAPHY (12-17)	N/A 14,99	
LOTUS ESPRIT	3.99	WORLD CLASS LEADERBOARD, LEADERBOARD	8	GEOGRAPHY QUIZ (10+)	N/A 14.99	i
MAGIC RUFUS		TOURNAMENT 4	99	PHYSICS (12-16)	N/A 14 00	1
MICROPROSE ICCER		WORLD CRICKET 3:		PAINT 'N' CREATE NEW 8	AUA DO	1
MIDNIGHT RESTANCE	0.60	WORLD CUP GLORY 35	99	DIAVDAVO (0.0) NEW 8	N/A	i
MINI OFFICE	3.00	WORLD RUGBY NEW 31	99	PLATUATS (3-8) NEW 8	.99 N/A	1
		WRESTLING SUPERSTARSNEW33	38	PLAYDAYS (3-8) NEW 8 SPELLING FAIR NEW 8	.99 N/A	1
	NE	W BACK CATALO	00	HE		i
3-D CONSTRUION KIT	4.99	MANIC MINER 29	99	SUPERNUDGE 2000 PINBALL	0.50	1
180 DARTS	2.00	MIDNIGHT RESISTANCE NIGHTBREED 3.9	55	SUPERNUUGE 2000 PINHALL	2.99	!
AL INC. OFFICE CLUB STATE AND ALLES	400	OUTRUN EUROPAG-LOC NEW 49		TARGET RENEGADE	NEW299	1
ALIEN STORMADOW DANCER		A CONTRACTOR OF THE PARTY OF TH	13	TRANSFORMERS	VEW 2.99	20.17
ALIEN STORMHADOW DANCER		PACI MAD		THEN SO A STUDIO CONT.	-	
ARKANOID 1 C2NEW	2.99	PACLAND. 39	9	TURTLES 2 (THE COIN OP)	4.99	ATT OF
ARKANOID 1 C2 NEW COMBAT SCHIL NEW	2.99	PACLAND. 39 PACMANIA. 39	19	TURTLES 2 (THE COIN OP)	4.99 4.99	11
ARKANOID 1 C2NEW	2.99 2.99 3.99	PACLAND. 39	19 19	TURTLES 2 (THE COIN OP)		

COMPILATIONS 4 MOST SUPER SPORTS KENTUCKY RACING, U.S. BASKETMASTER, CRICKET INT. & CHAMPIONSHIP SPRINT CASS 3.99 CHAMPIONS D., J. KHAN'S SQUASH & WORLD PHONSHIP BOXING MANAGER CASS 4.99 NINJA COLLECTION OW WARRIOR, DOUBLE DRAGON & DRAGON NINJA CASS 4,99 THE DREAM TEAM THE SIMPSONS, WWF & TERMINATOR 2 CASS 10,99 SUPER FIGHTER FINAL FIGHT, WWF. & PITFIGHTER CASS 10.99 SUPER ALLSTARS STEG, C.J. IN THE USA, CAPTAIN DYNAMO & TURBO TORTOISE CASS 8,99

CASS 8,99

SMASH 16

POLTERGEIST, MIG 29, SAS COMBAT,
KAMIKAZEE,
KGB. SUPER SPY, SUPER HERO, GHOST
HUNITERS, SKY HIGH STUNTMAN, SUPER
GBIN HOOD, LAZER FORCE, FRANKENSTEIN
JNR, TERRA COGNITA, NINUA MASSACRE,
ARCADE FLIGHT SIM & SUPER G MAN
CASS 13.99

MEGA SPORTS
SUMMER GAMES 1 & 2, WINITER GAMES,
GAMES SUMMER & WINITER EDITION
CASS 5.50

QUATTRO MEGASTARS
CJ'S ELEPHANT ANTICS, BIGFOOT, SKY HIGH
STUNTMAN & LITTLE PUFF
CASS 3.99

TREBLE CHAMPIONS, EUROPEAN CHAMPIONS, WORLD SOCCER LEAGUE, EURO BOSS, WORLD CHAMPIONS & TREVOR

4 MOST WORLD SPORTS DIRON 2, BASEBALL, UCHI MATA JUDO & BASKETBALL CASS 3,99

MOST BALLS, BOOTS AND BRANS OCCER CHALLENGE, THE DOUBLE, RUGBY BOSS & AUSTRALIAN RULES FOOTBALL CASS ONLY 3,99

CLASSIC ARCADIA IVADERS, MUNCHER & AXIENS CASS 2.99

CLASSIC ARCADIA 1/2 INVADERS, MUNCHER & ALIENS CASS 4.99

CLASSIC ARCADIA 3 MOON CRESTA, MICROBALL & STAR RAIDERS 2 CALL 3.99

CARTOON COLLECTION DIZZY, SUGHTLY MAGIC, LITTLE PUFF, SEYMOURGOES TO HOLLYWOOD, SPIKE IN TRANSYLVANIA & C.J.'S ELEPHANT CASS 7.99

CASS 7.99

AIR/SEA SUPREMACY

SRENT SERVICE, CARRIER COMMAND,
GUNSHIP, P47 THUNDERBOLT & F15 STRIKE

CASS 11.99 DISC 14.99

SUPREME CHALLENGE EUTE, TETRIS, STARGUDER, SENTINEL & ACE 2 CASS OR DISC 5.50

DIZZY COLLECTION

DIZZY COLLECTION

DIZZY FAST FOOD, FANTASY WORLD DIZZY,
TREASURE ISLAND DIZZY & MAGICLAND
DIZZY
CASS 7.99

KIDS PACK
POSTMAN PAT, SOOTY AND SWEEP, POPEYE
2, COUNT DUCKULA 2, WOMBLES &
SUPERTED
CASS 8,99

KIDS PACK 2
FIREMAN SAM, HUXLEY PIG, POSTMAN PAT
2, BANGERS AND MASH, POPEYE & COUNT
DUCKULA 2
CASS 9,99

JULIAN RIGNALL'S ALL TIME TOP TEN BARBARIAN 2, GUARDIAN 2, DELTA, ZOIDS, LORDS OF MIDNIGHT, SPLIT PERSONALITIES, MEGA APOCALYPSE, DAN DARE, DRILLER & CALDRON 2 CASS 5.50

SUPER SPORTS CHALLENGE SUCKS, CUEBOY, SUPERSTAR WRESTLING, INT, SPEEDWAY & 1ST DIVISION MANAGER CASS 8,99

LOOPZ COLLECTION
LOOPZ, EMLYN HUGHES TRIVIA QUIZ &
HELTER SKELTER
CASS 3,99

4 MOST BIG HITS SKOOLDAZE, YETI, MAD FLUNKY & HYSTERIA CASS 3.99

4 MOST TOPPERS SPINDIZZY, TARZAN, OINK & CONFUSION CASS 3.99

4 MOST THRILLERS
MEGA APOCALYPSE, FURY, SPLAT & VIXEN
CASS 3,99

LINEKER COLLECTION
G.I. SUPER SKELS, G.L. HOTSHOTS, G.L.
SUPERSTAR SOCCER & ITALY 1990
CASS 5.50

CHART ATTACK
LOTUS ESPRIT, SUPER CARS, CLOUD
KINGDOM, GHOURS AND GHOSTS &
IMPOSSAMOLE
CASS 5.50

CBM DATACORDER 29.99 (INC POSTAGE)

ZYDEC CBM64 POWER SUPPLY 24.99 (INC POSTAGE)

	lyable to Software City	

Name of Game	Computer	Value
	Postage	
4	Total	
evious Customer ard No	Ref No	*************************
107	ORDERS MASTERCARD EU	***************************************

22 11111

Ever wondered why a C64 why a C64 marks that was

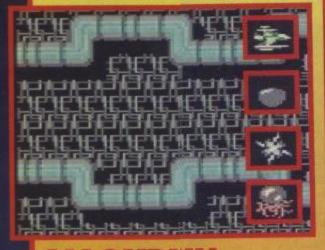
why a C64
game that was
advertised yonks
ago still hasn't
hit the shelves?
IAN 'CRYSTAL

BALL' OSBORNE just might have the answer...

ife goes on, wheels turn within wheels, and games come and go... but some never arrive at all! Why is this, I hear you ask? Who goofed? Who lied? Who's nicked my bloomin' pen again? (oy, Shields...).
In the battlezone that is the Commodore

In the battlezone that is the Commodore software market casualties are inevitable, but some troops never even make the battlefield. Here's just a few of the games that went AWOL before release.

 ALLOYRUN — The sprites and backgrounds looked really good.



ALLOYRUN Starline

rogrammed by aice coders Ashley
Routledge and Dave Saunders, this
1987 outing hit the rocks when the
publishers ran into financial difficulties. The
game was never produced, and it isn't clear

who actually owns it.

We couldn't track
down a complete copy, but we did find a demoversion, featuring
parallax backgrounds
and a few sprites.

If anyone intended to sort this mess, they'd have done so by now. It's extremely unlikely to emerge.



ARMALYTE 2 Thalamus

blasters ever, Armalyte 2 was due to be programmed by Cyberdene. They put together a few ideas (the main ship was to be more colourful, the aliens more intelligent, and a power-up shop was to be included. Unfortunately the programmers were contracted to System 3 as well, and in the end they just didn't have the time to program Thalamus's game.

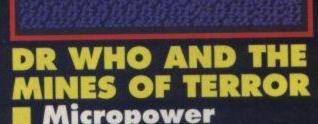
Starte Of Play — Programming was never started, so there's nothing to release. Arma 'fraid it'll never see the lyte of day.



DEADLOCK■ System 3

nother potential Cyberdene sensation, Deadlock featured a well'ard geezer in a space suit blasting seven shades of shrapnel out
of anything and everything — a sort of cross between Hawkeye
and a very violent Impossible Mission. Four month's hard work resulted in
a demo that was virtually unplayable, and designer and graphics guy
Robin Levy was pulled off the project to work on The Last Ninja III.
Deadlock was shelved and the team never got around to finishing it.

Brake Of Play — It could come out I suppose, but the longer it sits doing
nothing the less likely this is, and it's almost three years old already.



can't understand why this one was never released. Okay, it's a bit slow, and the shoddily animated main sprite looks nothing like Doctor Who (any of them), but at the end of the day it was a reasonably neat platform arcade adventure — it even had a 'save game' feature! Scheduled for release way back in 1986, what happened to it is anyone's guess.

State Of Play — The licensing agreement has

State Of Play — The licensing agreement has probably expired by now, so it's extremely unlikely tha it'll hit the shelves.



ENFORCER — FULL METAL MEGABLASTER Double Density

hat's a potentially ace game like this doing on an obscure continental budget label? No one seems to know who Double Density are, let alone how to contact

affected several others

FLIPPIT Soundware

curious little puzzler, Flippit had you turning squares one at a time in order to reproduce a given pattern. Of course, life wasn't that simple, as each square you turned also

fans of the Rubiks Cube would've felt right at home. Flippit wasn't a bad game, but its memory-test gameplay would hardly have set the world alight. Soundware have no immediate plans for the game, but haven't ruled out a release.

It might come out, it might not.

ye-popping follow-up to The Great Giana Sisters, a complete change of graphic style didn't save Hard 'N' Heavy from the wrath of Nintendo's lawyers. At the end of the day it was still a Mario clone — the console company put the kybosh on this one even before it hit the shelves.

Forget it!



MOON **Mike Singleton**

he third part in Mike Singleton's legendary Lords Of Midnight trilogy. Eye Of The Moon had Morkin searching for the Eye, a device used to look into the future, so the dying Luxor could see what would become of his kingdom. Twice as big as Doomdark's Revenge, the game featured twelve kingdoms, each with its own sub-game. Mike intended to write it back to back with Quake Minus One, but the latter proved a more mammoth task than expected

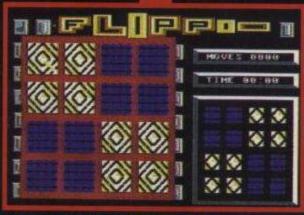
The release of Quake coincided with BT's buy-out of Lords/Doomdark's publishers Beyond, and Mike was asked to write their Star Trek license, and after that Dark Sceptre - Eye was put on ice. Many of the ideas in Eye were used in Mike's 16-bit classic Midwinter II - Flames Of Freedom, so the original

game is unlikely to emerge.



Unofficially known as Katakis 2, rumour has it that the programmer was none other than Turrican-creator Manfred Trenz, though there's no mention of him in the program. Packed to the brim with amazing power-ups, great backdrops, epic soundtracks and incredible parallax scrolling, it's a real shame this one never made the shelves.

Unless someone knows how to get in touch with Double Density, we'll never see it released over here.



he final part in the Gauntlet trilogy was to be a 3D affair, the perspective owing more to Pacmania and 3D Ant Attack then the previous overhead offerings. Due for release in the Summer of 1991. the game suffered massive delays when the original programmer fell ill and US Gold couldn't get the game off the development system and onto the tape Due to the delays, when ready it will be released on the KIXX budget label, and never as a full-price game.







3D Op Wolfish blaster featuring 2000 AD's Barbie lookalike Psi-Judge Anderson gunning down the evil Judge Death's zombie hordes. Unlike previous games of this genre, Judge Death actually showed your hand clasping the lethal Lawgiver (gun favoured by Mega City One Judges), though aiming and shooting was via the usual crosshairs.

As far as we know, Pirahna are no longer trading, though as the game was started five years ago and never finished, it's unlikely to start shooting up the charts.

his game was in fact released, but was quickly deleted with more than a little help from Nintendo's legal eagles. The Great Giana Sisters was basically a rip-off of Super Mario Bros, featuring an almost identical layout and power-ups that differed only graphically (eg Mario's mushroom became Giana's beach ball, but they served exactly the same purpose). Nintendo are very precious about their games, especially the Mario series, which they won't even license for conversion — lawsuits were inevitable.

 If you're lucky you might find a copy at a car boot sale, but this one will never return to the shops.



KATAKIS Go!/ Rainbow Arts

ne of the best blasters ever, it's not too hard to see where the inspiration for Katakis came from — a blatant R-Type clone, it featured almost identical backdrops and power-ups, right down to the bolt-on/send-ahead drone that does your dirty work for you (or at least some of it). Official R-Type licensees Activision were outraged, and took out a copyright injunction preventing its release. They went on to release an inferior version of the coin-op (but at least it was called R-Type...).

State Of Play — The game was re-written and released under the name *Denaris*, but it was nowhere near as good.

• MANIC MINER — His zany quests ended with the sequel, Jet Set Willy



MINER WILLY MEETS THE TAX MAN

Matthew Smith

ncredibly rich as exploits in Manic:
Miner and partying away in Jet Set
Willy, the third instalment was to see
our intrepid hero up against the bane of
the nouvelle riche, the tax office!
Featuring yet more cutesy collect-'erm-up
action, it would've been interesting to see
if Miner Willy Meets The Tax Man took
the platform genre to new heights, ass did
the first two. Alas, it was not to be, and all
that remains of the game are a few
tantalising references in various
interviews with Willy creator Matthew
Smith.

State Of Play — Since the extremely disappointing *JSW 2* (more of a lightt tweaking than a sequel), nothing hass been heard of ol' Matt (I wonder wheat he's doing now...).

PARASOL STARS

Ocean

ollowing on from the brilliant Bubble Bobble and the radical Rainbow Islands, Parasol Stars was one of the most eagerly awaited games of 1992. However, just as it was nearing completion, Ocean's out-of-house programmer suffered a burglary in which his computer, monitor, and all his disks were

stolen — including the ones with the Parasol Stars source code!

This caught everyone by surprise, including several mailorder software firm who, anticipating its release, had included the game in their adverts.

State Of Play — Re-writing the game from scratch would take ages, by which

time the big advertising push would be lost — Parasol Stars will never be released on the C64.

The dungareed duo won't be making a third appearance on the C64.



RACE DRIVIN'

his rubber-burnin' coin-op conversion, sequel to Taito's classic *Hard Drivin'*, was expected around Christmas 1991. After the miserable attempt to get its predecessor onto the Commodore 64 (the filled polygons moved slower than London traffic), the programmers dispensed with the own-eye 3D perspective favoured by the coin-op, and gave the game the same perspective as the crash replays in *Hard Drivin'*. It didn't really work. The nail-biting immediacy was lost and the main sprite's animation defied the laws of physics. Domark wisely decided not to release it.

State Of Play — You'll never see it on the C64, but you're not missing much!



WILDFIRE Author & Publisher Unknown

ildfire is an ace horizontally-scrolling shoot-'em-up in the Armalyte mould. Unfortunately, during programming an early version was cracked and pirated so heavily that no software publisher would touch it. Rumour has it that the original programmer, unable to sell the game, put it into the public domain. We're not sure whether or not this is true, but if anyone has any further information, let us know.

State Of Play — your guess is as good as ours.

So there we have it — some of these games are no great loss to the Commodore scene, but others promised to be real corkers. Do you know of any more? Write in and let us know — maybe we'll do a follow-up feature, Return Of The Game That Wasn't...



COMMODORE SU

Commodoro 64 mayor made	000 75
Commodore 64 power pack	£23.75
64 Parallel convertor	£19.99
801/803 ribbon x 2	29.99
Mini office 2 cassette	£17.99
64 Instruction manual	29.99
64 Slimline case	£9.99
Vic-20 modulator	£14.99
C64/128 Commodore sound Exp	ander
module and sound Studio-Mid co	mpatible
Disk or Cass	69.99
C2N/C3N datacorder	£24.99
64 Reset cartridge	29.99

Mini C	Office 2 Disk	20.99
100000000000000000000000000000000000000	Mouse	£14.99
	r + Interface	£140.00
64 Dis	k Drive	£129.99

C64 REPAIR **ONLY £24.95**

including parts/labour/insurance etc. Send machine only and fault description.



To order send cheque/PO to: Omnidale Supplies, 23 Curzon Street, Derby, DE1 2ES Tel: 0332 291219 Open Mon - Sat 10-5.30



SPARES & REPAIRS

C64

1541 II Disk Drive & Software	£134.99
C64 Compatible Printer	£149.95
C64/128 Cassette Unit	£22.50
C64 Power Unit	£20.95
Tape Alignment Kit (64)	£9.50
Mini Office II (64) (Disk OR Tape)	£17.95
C64 Reset Cartridge	£7 99
User Manual (64 OR 1541/II	£6.75
Dust Cover (64 OR 64C)	€5.99
C64 Serial Lead	£5.99
Commodore Chips	POA
Centronics Interface plus Su	pport
Software (Disk OR Tape)	£24 99
C64 Mouse & Mat	£19.99
C16/+4 Joystick Adaptor	£8 99
Colour Monitor Lead (3 x Phone	o) £7.99
	,

Return Insurance Included Normally 48 turnaround 3 month warranty. OASIS (Dept 4B) 14 Ridgeway Rd Salisbury Wiltshire SP1 3BU Tel:(0722) 335061

OASIS

C+4, C16.....£30 ir 1541 DD.....£40 ir

Send machine only with payment, fault

description and your Tel. No., if possible

£45 it

All prices include VAT and P&P Torders by cheque or PO only Send an SAE for full price list.

COMPUTER SERVICES

Commodore 64 Power Supplies	£21.
Commodore 64 Compatible Data Recorders	£22
Commodore Tape Head Alignment Kit	£9.
Tape Head Demagnetizers	f9
Commodore 64 Light guns and games	£29.
Commodore Light Pens & Software	£29
Commodore Replacement Data Recorder Plug & Lead	£5
Commodore 64 Handbooks	46
Commodore R.F. leads	£3
Commodore 64C Modulators	£19.
Prices include VAT, postage and packing	

All orders sent by return: Cheque/Visa/Access/PO's



Trading Post, Victoria Road, Shifnal, Shropshire TF11 8AF Tel/Fax (0952) 462135



COMPUTER

We have been supplying software for the Amstrad CPC, Amstrad PCW, Atari ST and Commodore Amiga for the past 8 years.

All prices include VAT and postage. Courier is available on request. Please allow 5 days for cheque clearance. Educational, Local Authority and Government orders welcome. European orders please call or write for a quotation. All goods subject to availability, prices subject to change without notice. E&OE.

ORDERING DETAILS

Credit Card orders can be placed by calling the telephone number below or send a cheque/PO's made out to MJC Supplies to:

MJC COMPUTER SUPPLIES (CFC) Unit 2, The Arches Ickneild Way Letchworth Herts SG6 1UJ TEL: (0462) 481166 (6Lines) FAX: (0462) 670301

C64 BUDGET GAMES

	CASS	DISC
Badlands	3.95	****
Boxing Manager 2	4.95	****
Cyberball	3.95	****
Dizzy Prince of the Yolk Fo	lk 3.95	
F16 Combat Pilot	3.95	7.95
Hudson Hawk	3.95	
Indiana Jones Last Crusad	le 3.95	****
Popeye 3	3.95	****
Trivial Pursuit	3.95	****

STOP PRESS & MOUSE EDUCATIONAL SOFTWARE

This is a superb Desktop Publishing program which contains its own built in Test Processor and Graphics Package, It comes with 32 different text fonts and numerous clip art pictures. It is also supplied with the AMX Mouse which makes the program very easy and quick to use. Stop Press is only available on disc. MJC PRICE £39.95

C64 GAMES

THIS MONTHS SPECIAL

FOOTBALL MANAGER 3 CASSETTE ONLY £7.50

DISC ONLY £10.50 (price valid until April 30th 1993)

Addams Family	CASS 7.95	DISC 10.95
Beavers	7.95	10.95
Cool World Crystal Kingdom Dizzy	7.95	****
Creatures 2	6.95 8.95	11.05
Football Manager 3	7.50	11.95
Hook	7.95	10.50
Indiana Jones Fate/Atlantis	8.95	11.95
Lethal Weapon 3	7.95	-
Nick Faldo Golf	10.95	
North & South	8.95	****
Outrun Europa	8.95	-
Raving Mad Sim City	8.95	
Space Crusade	7.05	15.95
Streetfighter 2	7.95 8.95	10.95
WWF 2	7.95	11.90
AND THE RESERVE OF THE PARTY OF		

C64 COMPILATIONS

The state of the latest and the late	Charles of the Land of the Lot of	and the last of th	
23/44 (80)44	CASS	DISC	
Dream Team	10.95	. Penn	
Super Fighter	10.95	****	
Addicted to Fun	7.95	10.95	
Lineker Collection	7.95	10.95	
Dizzy Collection	7.95		
Soccer Stars	8.95	****	
Air Sea Supremecy	11.95		
Max Pack	12.95		

FUN SCHOOL

The Fun School series of educational programs offer a number of challenging and exciting programs in each package. They help develop your childs number and word skills whilst at the same time allowing them to have fun using the computer.

DISC FUN SCHOOL 2- 8 Programs per pack Fun School 2 - Under 6 years 3.95 Fun School 2 - 6-8 years 3.95 Fun School 2 - Over 8 years 3.95

FUN SCHOOL 3 - 6 Programs per pack Fun School 3- Under 5 years 9.95 Fun School 3 - 5-7 years 9.95 Fun School 3 - Over 7 years 9.95 11,95 11.95

FUN SCHOOL 4 - 6 Programes per pack Fun School 4 - Under 5 years 9.95 Fun School 4 - 5-7 years 9.95 Fun School 4 - Over 7 years 9.95 11.95 11.95

FUN SCHOOL SPECIALS

In response to consumer demand a range of Fun School Specials have been developed to help children with specific areas of

Spelling Fair Paint & Create

learning. Call for prices 10.95

PLAYDAYS

A complete entertainment and learning package for young children. Contains ten exciting programs which include a full junior art package, Noddy's Paint Pot, Post Office, Market Place and many

CASSETTE £10.95

SHOE PEOPLE

This package contains 6 excellent games. The games are desinged so that children can play and learn on their own. They are easy to master and the level of diffuculty is designed to increase gradually as the child

progresses.

ACTION REPLAY MK V

The ultimate utility cartridge for the Commodore 64/128. Some of the features included are: Turbo Loader Sprite Control, Infinite Lives Generate Professional Machine Code Monitor Freezer Utility, Disk Copy, Tape Turb ast Format, Printer Dump, Screen Edi Extended Format and it also includes Centronics Interface for Parallel Printe

MJC PRICE £32.95

MINI OFFICE 2

A great introduction to business software. The package features a Wo Processor, Database, Lable Printer, Spreadsheet, Graphics and

CASSETTE £13.95 DISC £15.95

ADVANCED ART STUD

A superb art package. Contains lots features such as:- Cut & Paste, Zoom and out, 16 Pens, 8 Sprays, 16 Brush Rotate, Copy and many more. CASSETTE or DISC £19.95

C64 DATARECORDE

An excellent quality cassette at an amazingly cheap price MJC PRICE £21.95

JOYSTICKS

Quickjoy 1 Turbo Quickjoy Python Apache Competition Pro 5000 Zip Stick Top Star

AZIMUTH TAPE HEAD ALIGNMENT K

This pack comes complete with a special Azimuth Screwdriver, Azimu Tape with full instructions to adjust your cassette deck heads alignmen MJC PRICE ONLY £8.95

5 PUNG WA

Last week the Grim Reaper strolled into the office. Yes, the black-cloaked one himself showed up to give me a lecture on life, death, afterlife and afterdeath. I wouldn't have minded but I was far too busy compiling tips. Eventually I told him to leave and take his foul stench of disease and rotting hens with him. Fortunately his favourite pastime is Commodore gaming, so he was all-to-pleased to lend a scythe and help out with this months batch of cheats. And what a lot there is! Sceptre Of

Thanks also to; John W Randle (Coventry),
Patrick McLaughlin (Ireland), Dean Kelly
(West Midlands), Peter 'Hello London' Lush

Patrick McLaughlin (Ireland), Dean Kelly (West Midlands), Peter 'Hello London' Lush (Midlands), John Lower (Kent), Julian Pearce (somewhere), Gareth Kelly (Ireland), Shane 'Instruction Manual' Manning (London), Daniel 'Sheep Farm' Salter (S Yorkshire), Frederic Hamra (Lebanon), Mark 'Pantera Era' Forwood (Midlands), Louise 'Vampiress' Bennett (Salop), Stuart King (Fife), Charlie 'Marked' Crowl (Shropshire), Lucas 'Spelling' Greeven (Holland), Anton Van Deurzen (Holland), Daniel 'Charlie Charles' Gurney (Kinlet), Zahid Bashir (Surrey), Dan 'Doorman' Pagett (Powys) and Angie 'Angie Churm'

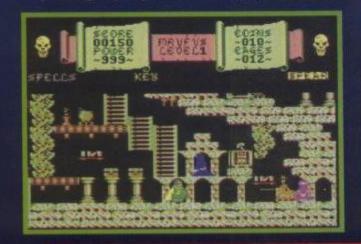
another appointment at the clinic – read away! Pagett (Powys) and Angie Angie Churm (Churm (Lancs).

MAGIC RUFUS

Alternative

Opinions were divided over this new release — Miles thought it was bad and I thought it was plain dire! Anyway, here's a cheat that makes levelaccessing a lot easier;

Press RESTORE and type 'MERLIN' to enter the cheat mode. As well as having infinite power, you can then select any level you pllease. Press RESTORE and type 'RESTORE' to exit the cheat. You can still access any level, but no longer have infinite power, though by pausing the game and pressing '2' you get an energy top-up — magic!



Journal Property of the Party o

LOCOMOTION

Kingsoft

Are you suffering from a delayed brain while trying to figure out this arcade puzzler? Well these level codes should improve your service...

B	BEAR	H	HALL
C	CAVE	1	IRON
D	DUCK	J	JEEP
E	EAST	K	KING
F	FIRE	L	LUCK
G	GIRL		

PIPEMANIA

Touchdown

This stunning puzzler scored 91% last issue, and everyone here's completely hooked. It can get frustrating though, so these passwords should help unblock any bunged-up brains.

Level 5	HAHA	Level 21
Level 9	GRIN	Level 25
Level 13	REAP	Level 29

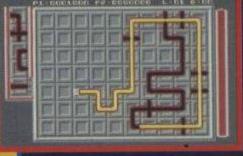
No passwords are issued after level 29, but the game does

GROW

TALL

continue

— it
becomes a
lot
harder!



tun bling, stressed or utterly stuck? No marter what game dilemma you might have I'm here to educate all troubled souls. So withouther ado, let's shed some light on our first case of misfortune.

SAVAGE

Prism Leisure

Heroic happenings might nott happen at all if you don't know the passwords. Sio improve your distressed-damsel saving with these secret codes:

Level 2 — SABATTA Level 3 — PORSCHE





The Hit Squad

182.001.096.162.000.173.017.005

201.005,208,003,142,224,026,201

006,208,012,142,140,011,142,148

011,142,085,020,142,093,020,201

007,208,003,142,015,033,201,008 25 DATA

208,006,142,073,035,142,243,035

201,009,208,003,142,219,026,201

010.208.003.142,021,028,201.011

208.005,234,234,142.008.019.201

012,208,006,142,076,019,142,072

020,201,013,208,003,142,246,026

076.000.026.169.094,141,132,242

169,001,141,133,242,096,359,361

366,377,382,384,389,394,399,401

406,408,413,417,422,427,432,434

Unfortunately, there's no way of using this

listing with the cartridge version - sorry!

Also reviewed last month was this rather disappointing interpretation of the block-busting film. If you own a copy, you're probably cursing the difficulty setting. The following list allows you to select any level with infinite lives or time. Type it in, save it for another day, and RUN it before loading the game proper.

20 DATA

21 DATA

22 DATA

23 DATA

24 DATA

26 DATA

27 DATA

28 DATA

29 DATA

30 DATA

31 DATA

32 DATA

33 DATA

34 DATA

23105, 173

1 REM TERMINATOR 2 CHEAT 2 FOR WA=267 TO 448: READ Z: C=C+Z: POKE WA,Z: NEXT

3 IF C(LT)(GT)81677 THEN PRINT "ERROR": END

4 FOR WA=1 TO 9

5 READ T1(WA), T2(WA): PRINT "CHEAT ON

LEVEL"; WA:: INPUT A\$
6 IF A\$="N" THEN FOR Z=T1(WA) TO T2(WA):
POKE Z.234: NEXT Z

7 NEXT WA

8 POKE 157,128: SYS 267

10 DATA

032,086,245,169,032,141,089,003

11 DATA

169,030,141,090,003,169,001,141

12 DATA

091,003,096,141,032,208,169,094

13 DATA

141,146,004,169,001,141,151,004

14 DATA

169,023,141,125,005,169,001,141

15 DATA

126,005,169,026,141,127,005,141

16 DATA

128,005,169,032,141,244,005,169

17 DATA

077,141,245.005.169.001,141,246 18 DATA

005,096,141,032,208,206,032,208

19 DATA

173,017,005,201,004,208,003,032

disk pokes

The majority of pokes involving a reset cartridge cater for tape versions of the games. Colin Murray wants to rectify this situation, and has submitted several disk pokes. Thanks for your concern Colin, and here's your list in print to keep you and many other disk users happy.

Addams Family (Infinite lives) 12545, 173 Creatures (Infinite lives) 44183, 173 (Invincibility) 7328, 173 47264, 153 47265, 153 (Infinite shop collectables) 47266, 153 Impossamole(Infinite use of superweapon)

In Issue Three, Peter Owen requested some tips on Rainbow Islands. Luckily, Andrew Smith from Surrey and J Button from Suffolk rushed to his assistance...

Reaching the secret rooms is relatively easy. Collect the gems in the following order:

Red, Orange, Yellow, Green, Blue, Indigo and Violet. Once done, a bonus room appears at the top of the screen and there's a different item for you to collect in every room.

Island 1 Magic Shoe

Island 2 Red Pot

Island 3 Yellow Pot

Island 4 Book of Wings

Island 5 Book of Continues

Island 6 Feather

Island 7 Money Bags

To see the end sequence, simply collect all the large gems on every island.

Liverpool lad Peter Jones has tried and failed to complete Last Ninja 2, but can't even conquer Level One. No need to feel a failure Peter, just follow these steps...

Punch the flashing box behind the curtain. Return to the first room and jump down trap door. Pick up the key and leave. Exit the next screen at the bottom to find a screen with shurikens for collection. Nip through the gap in the wall and get past the juggler. Shuriken the man on the following screen and climb the wall-bars before exiting left. Jump the gaps, take the pole and jump back into the last screen. Climb down the wall bars. Leave and go past the juggler. On the next screen, make for the right hand exit. Go through the wall gap and throw a shuriken at the man. Pick up in the toilets. Go back through the wall gap and leave via the top exit. Step through the gap and shuriken the man. Pick up the object

in the toilet, go out and pick up again at the hot dog stand. Leave by the top exit to reach the gate. Head for the middle of the gate while holding the key, pick up and exit through the gate. Jump the river by using the boat as a stepping stone. In the next screen there are some bees; avoid them and go up the path, then run and leap onto the island. Go to the bushes and poke the boat with your stick so it moves away. Get to the bottom edge of the isle, run and leap back. Cross the river using the boat and leave the park to move on to

Finally, Hassan Chagani wanted Agent X 2 passwords. You're in luck Hassan, because Philip Davies has answered your plea.

Level 2 GORMENGHAST Level 3 **MEGALOMANIA**

level 2...



What a splendid individual is Jamie 'Ace' Johnson. Not happy with sending a few cheats here and there, he slung over

collection for Dizzy dudes. For that, my son, you're this month's Datel Action Replay cartridge winner congratulations!

OLKFOLK CHEAT Codemasters

O REM YOLKFOLK HAX

2 FOR WA=512 TO 580: READ 2: POKE WA,Z: C=C+Z:NEXT: IF C{LT}{GT}7483 THEN PRINT ERRORI":END

3 READ Z: IF Z=-1 THEN POKE 157,128: SYS 512

4 POKE WA,Z: WA=WA+1: GOTO 3

10 DATA 032, 044, 247, 056, 169, 016, 141, 062 11 DATA 003, 169, 017, 141, 064, 003, 032, 108 12 DATA 245, 169, 032, 141, 068, 017, 169, 057

13 DATA 141, 069, 017, 169, 002, 141, 070, 017

14 DATA 162, 255, 189, 193, 016, 157, 193, 002 15 DATA 202, 208, 247, 162, 033, 189, 159, 016

16 DATA 157, 159, 002, 202, 208, 247, 076, 120 17 DATA 003, 072, 206, 032, 208, 032, 069, 002

18 DATA 104, 044, 013, 220, 096 20 DATA 169, 173, 141, 123, 036, 141, 091, 047 21 DATA 096, -1

Thanks very much for your bumper bestowal. Jamie, and if any readers would care for a cheaty disk you can order one direct from master Johnson himself. For more info, write to him at 168 Long Lee Lane, Long Lee, Keighley, West Yorks BD21 4TU

■ Turbocharge 28146, 173 Gremlins 2 6346, 173 (Time) 12046, 173 (Lives) 4052, 173 The Simpsons

12712, 173= Paint 3270, Level 1 173= Lives Level 2 3120, 173= Lives Level 3 3119, 173= Lives 3137, 173= Lives Level 4 3099, 173= Lives Level 5

28 FLATE TES

SEFERICE OF CIVEL

Atlantis

he playability may suck large avocados, but at least the sound's superbl if you've recently purchased this retarded reincarnation, you're no doubt encountering problems of the puzzle-solving kind. Where, for instance, do you use the coconut? And what on earth is the sling for? Well, I'm a dab hand with anything obscure, and I've rummaged up this solution using a carpet, a hanky and fish helmet...

THE SOLUTION Part 1

wap the HANKY for the FLUTE, go to screen 14 carrying the MINER'S HAT.
Swap the MINER'S HAT for the FIRE RING on screen 15. Go to screen 8 and use AIR BAGHDAD. Enter the temple to screen 20 and exchange the FIRE RING for the HOUR GLASS. Hold the FLUTE and use the ROPE. Enter screen 18 and jump onto the BIRD to enter the NEST. Swap the FLUTE for the WINGS, Exit the NEST and stand over the HIVE. Go to screen 11 whilst holding the WINGS. Jump up into the FOUNTAIN. Go to screen 20 to swap the WINGS for the FIRE RING. Go to screen 11 and enter top of the FOUNTAIN.

Enter the HOLE to screen 24. Go to screen 25, use the FIRE RING on the trapdoor. Go to screen 22 and swap the FIRE RING for the FISH HELMET. On screen 24, enter the passage between the torches. Go to screen 7 and swap the FISH HELMET for the KEYS. Go to screen 1, swap the HOUR GLASS for the WHIP then go to screen 13. Use the KEYS on the far right wardrobe. Go to screen 30, hold the WHIP to pass the BULL and swap the KEYS for the WHOLE AXLE. Go to screen 36 and enter the passage between the palm trees. Swap the WHIP for the SLING.

Go to screen 23, swap the WHOLE AXLE for the BAD AXLE then go to screen 21 and swap the BAD AXLE for the QUIVER. Go to screen 20, swap the SLING for the WINGS, then go to screen 4 and swap the QUIVER for the TRIDENT. Go to screen 37 and swap the WINGS for the BOOK, then go to screen 26 while holding the BOOK (this opens the cave). Go to screen 24, use the TRIDENT on the PEARL. Go to screen 20 and swap the BOOK for the SLING then go to screen 10 and stand under the COCONUT. Use the PEARL with the SLING. Go to screen 7 and exchange the SLING for the FISH HELMET. Go to screen 20 and swap the FISH HELMET for the BOOK. Go to screen 12 (you won't die as long as you're carrying the COCONUT). Swap the BOOK for the TRUNK then go to screen 20 and swap the TRUNK for the FISH HELMET. Go back to screen 12 and enter the WELL to screen 25 (the FISH HELMET prevents you from drowning). Swap the COCONUT for the MIRROR.

Part 2

o to screen 5 and swap the FISH HELMET for the WHISK. Go to screen 16, swap the WHISK for INSECT NEST (empty) then go to screen 7 and catch the BEE in the NET. Go to screen 39 and swap INSECT NET (full) for the CARPET. Go to screen 41, hold the MIRROR and walk towards MEDUSA (the reflection kills her). Go to screen 39 and swap the MIRROR for the INSECT NET, Enter screen 38 holding the INSECT NET (full). Go to screen 13 and swap the INSECT NET for the PURSE (empty). Go to screen 27 and use

PURSE on PILE OF COINS. Go to screen 33, holding the PURSE (full) and enter shop door. Swap the CARPET for the SLIPPERS and go to

screen 31, enter shop then swap the PURSE for the AXE.

Go to screen 20 and swap the SLIPPERS for the

TRUNK (this sharpens the TRUNK as you're holding the AXE) then swap back the TRUNK for the SLIPPERS. Enter screen 2: over the BRIDGE (you can now pass the hot coals using the slippers). On screen 9, swap the AXE for





extra lives cheat

It's hard — nay, impossible — to finish with the measly amount of lives given so, before loading, enter this diddly message and load the game as normal.

AS="COMING SOON! WEEBLES ADVENTURES."





FIND THE



the BOW and go to screen 20, swapping the SLIPPERS for the TRUNK. Go to screen 42, hold the TRUNK (sharpened) and approach the CYCLOPS using the TRUNK as a stake (this finishes him off).

Go to screen 40 and swap the BOW for the ARMOUR, then go to screen 16 and swap the ARMOUR for the WHISK. Go to screen 29 holding the WHISK (this blows the poisonous smoke away) and swap the WHISK for the LAMP. Go to screen 4 and swap the TRUNK for the QUIVER, then go to screen 3 and swap the QUIVER for the

SWORD. Go to screen 39, swap the LAMP for the MIRROR and go to screen 38 using the SWORD on the spider's thread. Go back to screen 3 and swap the MIRROR for the QUIVER and head off to screen 40. Swap the QUIVER for the BOW (this re-strings the BOW with some thread) and swap the THREAD for the QUIVER (this loads the bow). Go to screen 39 and swap the QUIVER for the LAMP and walk to screen 44 and stand on the SPRINGBOARD (you're flung to the next room). Swap the BOW for the SCEPTRE and jump into the MAGIC WHIRLPOOLS (you will now appear in

screen 6). Finally go to screen 1 holding the SCEPTRE and walk to the end of the balcony. Baghdad is freed from the evil wizard, so relax and watch the odd end sequence.



The Hit Squad

hh, I'd kill to play a violent game. As luck would have it, that's exactly what's required in Smash TV. Blasting with large calibre weapons and risking life and limb for a toaster can get confusing if you don't know which route to take These maps show the best directions, and also the worst (if you want a real challenge)...



The best weapon to have under your belt. With its long range and three-directional fire, it's very effective on invading baddies. Use sparingly, it's surprising how quick it runs out.



GRENADES

Although these cause a lot of damage, their restrictively short range often proves a disadvantage. You're better off sticking to your normal side-arm.



 Excellent long-range gut-busters that rip through anything in their path! Cruical for taking out horde-packed areas quickly, but the icon doesn't appear as frequently as you'd like.



A circle of five rings forms around you, wiping out all who come near. Don't go near the edges of the room as they grind against the walls, hindering your movement.





THOPPING WITH

The bombs are lobbed into the air which makes judging the landing distance a little tricky - your pistol is of more use.



Adds an additional shot to your normal pistol or missile launcher.



 These rings kill any baddies on impact but they only last for ten seconds, so don't go haywire





- THUGS/ROBOTS/BUFF MR. SHRAPNEL

- TANKS ORBS
- SNAKE SAUCERS

Dizzy cheat listing was printed in Issue Two, thanks to cartridge-winner David Houston. Two top tipsters, Peter Davies from Cheshire and Jason Button from Suffolk inform me that the master program can also be used on other CodeMasters games. Type the program from Issue Two and then add the additional line for your chosen game. A word of warning — make sure you save the listing before running it, just in case!

20 DATA 169, 189, 141, 221, 017, 096, -1

20 DATA 169, 165, 141, 157, 188, 141, 253, 188 21 DATA 096, -1

וביונ

20 DATA 169, 234, 141, 002, 142, 169, 096, 141 21 DATA 113, 139, 096, -1

20 DATA 169, 000, 141, 051, 022, 096, -1

20 DATA 169, 173, 141, 214, 109, 096, -1

20 DATA 169, 234, 141, 091, 019, 096, -1

20 DATA 169, 000, 141, 113, 054, 096, -1

20 DATA 169, 000, 141, 244, 033, 096, -1

20 DATA 169, 189, 141, 250, 083, 096, -1

20 DATA 169, 181, 141, 079, 024, 169, 189, 141 21 DATA 159, 077, 096, -1

20 DATA 169, 096, 141, 247, 053, 169, 189, 141 21 DATA 208, 094, 141, 007, 101, 096, -1

20 DATA 169, 001, 141, 051, 019, 096, -1

20 DATA 169, 096, 141, 192, 018, 169, 254, 141 20 DATA 165, 032, 096, -1 21 DATA 134, 027, 096, -1

20 DATA 169, 173, 141, 079, 131, 096, -1

20 DATA 169, 032, 141, 013, 059, 169, 085, 14 21 DATA 014, 059, 169, 002, 141, 015, 059, 09 22 DATA 224, 000, 208, 003, 254, 189, 051, 09

20 DATA 169, 032, 141, 177, 139, 169, 085, 14 21 DATA 178, 139, 169, 002, 141, 179, 139, 09 22 DATA 224, 000, 208, 003, 222, 092, 018, 09

20 DATA 169, 096, 141, 056, 058, 141, 174, 13 21 DATA 096, -1

20 DATA 169, 096, 141, 041, 029, 096, -1

20 DATA 169, 000, 141, 126, 022, 141, 136, 02 21 DATA 096, -1

20 DATA 169, 189, 141, 018, 065, 096, -1

20 DATA 169, 173, 141, 192, 024, 096, -1

20 DATA 169, 000, 141, 132, 053, 096, -1

20 DATA 169, 165, 141, 147, 133, 041, 148 21 DATA 096, -1

20 DATA 169, 165, 141, 002, 126, 096, -1

20 DATA 169, 165, 141, 002, 096, -1

20 DATA 169, 000, 141, 244, 033, 096,-1

20 DATA 169, 096, 141, 117, 014, 096, -1

PUB INIVER

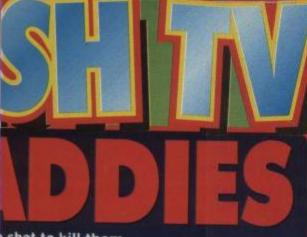
20 DATA 169, 096, 141, 149, 038, 096, -1

20 DATA 169, 173, 141, 067, 051, 141, 101, 076 21 DATA 096, -1

20 DATA 169, 189, 141, 171, 026, 141,119, 024 068, 053, 096

And so it came to pass that the COMMODORE FORCE tips section lay low for another month. Keep all your work flowing through the letterbox, and you stand a firm chance of winning the mighty-useful Date! Action Replay Cartridge. The most original and concise tips always shine through, but make sure your cheats work. You wouldn't believe some of the solutions that several fluorescent fools send in — they make no sense whatsoever! Anyway, I'm not a guy to dwell on useless info, I just bin it. Hard? Callous? Not at all, but only the best will doodle-do! The address

is: THE TIPSTER, COMMODORE FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW. So until next month, it's bye, so long, au revoir, loofah, shuttle and domino...



shot to kill them.

to kill them before they explode, otherwise ht shrapnel bits are thrown out.

e ten shots before dying, concentrate on se before tackling anything else.

p an eye on where the prizes land, some er these body-blowing devices. uire 16 shots!

blasts to kill. Easier to take out if you stay ne place.

h segment needs several hits, quickly!



When Spring is in the air (BOING) a young man's thoughts turn to his computer. Well mine do, and that can mean only one thing — another bulging mail-bag flying down the express chute from the high-andmighty editorial suite. So it's eyes down and letter-openers at the ready....

WHEN IRISH **SPRITES ARE** COLLIDING....

Dear Prof.

1. Can you recommend a book on machine

2. What's the maximum number of lines a BASIC program can have?

3. How do I make sprites move around with a joystick?

4. How can I make a sprite collision

Paul McKeown, Dublin, Ireland

 As tradition dictates, I will answer your questions in strictly numerical order.

1. I can't recommend any particular book but try your local library. Make sure you get a book that deals with the Commodor 64 and nothing else!

2. A BASIC line can have a number between 0 and 65535. The only limit on the number is the amount of memory. which is reduced if you use a lot of variable

and arrays.

3. See COMMODORE FORCE 3 for information on reading the joystick (get the back issue from the Forcefield Plaza if you haven't already got it, you naughty people). All you need to do is to add to or subtract from the sprite's X and Y positions, eg if you read the joystick and find UP is pressed, subtract 1 from the sprite's Y position to move the sprite UP the screen 4. SS=PEEK (53278):IFSSAND (21/N)=N THEN

collide. If you replace N with the sprite number, it tells you if the sprite (0-7) is colliding. Testing SS again with different values of N will tell you which sprites are colliding.

I'm thinking of buying a printer, but I don't know which gives the best value for money. Is it worth getting a colour printer?

If I buy the Star LC200 package from Datel (with printer, driver and lead) can I print out sprites from games, etc?

Stephen Weatherhill, Malton, N

 First, the bad news. The Datel LC200 package doesn't include the Sprint 128 interface. You get a Centronics cable (which can be driven by an Action Replay cart) and the driver for printing screens saved to disk. Also, the cable can only be used with a few programs. If you want to print screens from programs, your best bet is to buy the package and an Action Replay (note that ALL material contained within a game is copyright, and should not be reproduced without the copyright holder's permission).

The good news is that you can still get a Centronics serial interface. This allows you to use a Centronics printer such as the LC200 as a SERIAL printer. It connects the computer serial port (or disk drive) to the printer, and converts commands so the printer understands them. This allows you to use it with many programs.

Write to: Meedmore, 28 Farriers Way, Netherton, Merseyside L30 4XL or call (051) 521 2202, and ask about The Universal Centronics Interface for the Commodore 64/128.

Dear Brian, I've a problem with your program in

COMMODORE FORCE Issue Two, entitled Betty Ford Clinic.

I adapted it for two sprites, sprite one came out all

right but sprite two looked like a ghost, really faint and made up of

dots. What's wrong?

Here's the program PRINTCHR\$ (147)

20 30 V=53248 FOR T=0 to 1

FOR U=0 to 62 READ Y

POKE 12288+(T*64)+U, Y

NEXT U NEXT T

POKE V, 100: POKE V+1, 100:POKE V+2, 200:POKE V+3.

Don't just stand there! I'm looking fora POKE! Helpme!

100 POKE 2040, 192:POKE 2041,193 POKE V+21,3 Lines from 1000 on hold

G Darby, Dartington, Devon

Mr Darby's problem is caused by a missing poke.

as each sprite has its own memory location dealing with

colour. Add the following line to my

program in COMMODORE FORCE Two or Mr Darby's program

120 FORT=0 to 7: POKEV+39+T,1:NEXT

This turns all the sprites white. Locations 53287 to 53294 control the sprite colour, with the numbers the same as the values for the background/border (eg 1=White

2=Dark Red, etc).

Brian



RED TAPE

Dear Prof.

How do you download on-screen information onto tape? Also, is there a contraption that allows you to talk to people via the computer? If so, what is it, how much does it cost and where can I get one?

Gregor Campbell, Glasgow

 If you've typed in a program, put a blank cassette in the tape deck (checking the writeprotect notches at the top are still there) and type the following;

SAVE "PROGRAM"

The word PROGRAM should be replaced with your program title. The computer now displays;

PRESS PLAY & RECORD ON TAPE

Press down Play and Record, and the screen goes blank. After a while you get the messages SAVING and READY. The computer's now ready to continue. DO NOT SAVE ONTO TAPE THAT ALREADY CONTAINS A PROGRAM.

To reload, rewind to the beginning of the tape, type LOAD and Press Play. It should come up with the message FOUND PROGRAM and then LOADING, then READY. Type RUN, press RETURN and Bob's your uncle, the program's back!

Finally, to talk to people via a computer you need a modem. For further details check out the letter entitled *Thoroughly Modem Man* on page 29 of COMMODORE FORCE Issue Four

Brian

USING THE COMMODORE MPS 1230 PRINTER

can't seewots

wrongwith

Potatoes.

 For the benefit of several enquirers, including Tony Goldie in Musselburgh, Mrs J Wood in Middlesborough, and Mrs L Lichdean in Southampton, I've compiled some easy

compiled some easy instructions on using the MPS 1230 printer (I have an one myself and use it with many programs). In BASIC, type:

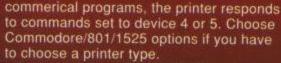
with many programs).
In BASIC, type;
*OPEN 4, 4: PRINT#4,
"HELLO": CLOSE4 to print
HELLO on the Printer.
*OPEN 4, 4, 7: PRINT#4,

"Hello": CLOSE4 to print in lower case

*OPEN 4,

4:CMD4:LIST:CLOSE4 to list a program on the printer.

In



In the Advanced Art Studio, there's a STUDIOCONFIG Program that appears on first loading the tape version, or can be loaded separately from disk. You should Press RETURN to accept the



DUTCH BREEZE

Dear Brian.

1. How can I incorporate a tune or screen display into a loading sequence? I have some music, but when I try to play it while loading, it crashes and turns the screen blank. The games on the Reel Action tapes always have something on screen.

2. How can I print more than 25 lines of text? I print the first set of 25 lines, and I want the next lot appear after it.

3. I have a program with music and sprites stored in data. You can skip the music by pressing Space Bar, but if I then use READ statements for the sprite data, it reads the rest of the music data instead. How can I make it read the sprite data?

Alexander 'Sandy' Ensing, Muntendam, The Netherlands.

I get letters from all over the world you know.
 The Netherlands, Australia, Pakistan, Scotland, Ireland and so on...

1. Unfortunately playing music while loading is virtually impossible in BASIC and almost as hard in Machine Code. This also applies to your

question about the border colour (I edited his letter).

2. Here's a little routine:

Print 25 lines of text, making sure the last print statement is followed by a semi-colon.

PRINT CHR\$(19)

FOR Y=0 to 24

POKE 781,Y: SYS 59903

FOR Z=1 to 50

NEXT Z

NEXT Y PRINT CHR\$(19) Print 25 more lines...

This clears the screen, a line at a time, from top to bottom and puts the cursor at the top of the screen to print up the next 25 lines.

3. After the last piece of data for the music, put a line that says DATA -99, followed by the lines of sprite data. After the music's been skipped, add a line that says;

1000 READX: IFX<>-99 THEN GOTO 1000
The line should point to itself, and should ONLY
be used if the music has been skipped. It reads
the extra data until the -99 is found, so it's ready
to read the sprite data.

Brian

Right, that's another batch of letters dealt with, and it's April Fool's day! Miles is still wearing a red nose, although it isn't plastic (Hic! — Miles) and the editor's operating the guillotine at maximum efficiency. Keep me busy by writing to;



Remember, personal replies go to those who



enclose a SAE, and Umer Pasha in Pakistan is wrong in suggesting I need plastic surgery. My face is perfection itself...





36

MARINES OF THE STATE OF THE STA

cheerful mood today. The
weather's awful, the pot-holes in the car park still
threaten to knock me off my bike and I'm still sitting
opposite that ugly Welsh git Steve Shields, but I'm
happy. Why? Because the quality of your letters is
improving dramatically! Gone are the endless lists of
questions, hardly anyone mentions Sonic or Mario any
more, and the console debate (which was interesting
until it was done to death) has finally been laid to
rest. Instead they're full of witty, amusing narative,
interesting enquiries and intelligent comments on all
things Commodore. You've got to admit it makes a
much better column — was I right or was I right? I'm
so chuffed I'm not even going to moan about my pay...

FLOPPY FREE DOMAIN

Bon Jour Lloyd,

Most PD libraries support disk, but now the Reflex Software team has come to the tape user's aid. Reflex Software is a tape-only PD library. Could tape users out there send us any software they've produced, from a picture done on an art package to a 10,000 line machine-code prog? Each month the best program gets a 90-minute PD tape collection! Write to us enclosing an SAE for a catalogue when it's completed. If disk users want to send software, please send it on tape as we don't even have a disk drive ourselves! Oh and by the way, I don't suppose you know a cheat for the cartridge version of Pang?

Reflex Software, 136 Harpenden Rd, St Albans, Herts AL3 6BZ

Can't help you with Pang, I'm afraid.
Try the Tipster. Great news about the
PD library though — remember to send
us a catalogue when it's ready, then we
can keep everyone right up to date.

CBM64 DTP & 20MB HD SHOCK!

Dear Sir.

In the February issue, Richard Evans asked if there's a Desk Top Publishing program available on the C64. There is — it's called *Pagetox*, and is published by the German company Scanntronik. It isn't cheap (£90), and the manual's in German, but it comes on a cartridge that enhances the C64 with an extra 100 kilobytes of RAM.

Scanntronik also sell a lot of compatible hardware and software, such as hand-scanners (to digitise photos onto your Commodore), a video digitser, 1000 different character sets, a character editor (to create your own) and lots more besides.

Their address is; Scanntronik Murgrauer GmbH, Parkstrasse 38, D 8011 Zorneding, Germany. Tel: 010 8106 22570. Martin Steinfort, Woking, Surrey. PS Scanntronik also sell a 20Mb hard disk for

Cheers, Martin.

MIXED-UP MS.

Dear Lloyd,

I suppose I must congratulate you on the first issue of COMMODORE FORCE — it was a right riveting read, so to speak. However, I'm also deeply distressed and very angry. This is the 1990's, the age of equal opportunities and women's rights, but you lot are a bunch of chauvinist pigs! Where are the women team members? Why is that numb-skull Bash still around when Miss Whiplash has gone? Surely you should have at least one female, or are you all nancy boys (though looking at James Price's hair, I wonder)? Come on girls, what do you think? Print this letter if you can stand a bit of criticism.

Yours most annoyingly,
Ms K Brummitt, Erdington,
Birmingham.

PS Will any of the software companies be releasing a game based on The Ancestral Trail?

We got rid of Whiplash because she was a disgusting sexist stereotype and an insult to our female readers. You want her back in the name of women's rights? I think you ought to re-think your attitude on that one!

I appreciate that most of the COMMODORE FORCE crew are blokes (but not all - our designer, Claire Morley, is female), but unfortunately so are the overwhelming majority of our readers. It's not hard to see why. Pick through your software collection and count the number of games featuring scantily-clad women who add nothing to the plot. How many times does a game have you rescuing a helpless female from the clutches of her evil kidnappers? Look through your magazine collection — how many adverts exploit female sexuality to make a product more attractive? The leisure side of the computer industry has become a virtual allmale preserve, so it's inevitable that when we advertise a vacancy, few (if any) women apply. It would help if you signed your name 'Yours annoyed' and not 'annoyingly' too, though perhaps this was a Freudian slip (LMLWD).

Finally, I've no idea whether anyone will produce a game based on The Ancestral Trail, but I hope someone snaps up the license — it'd be great!

1.30

AT ISSUE (BLESS YOU!)

Dear Lloyd,

I am wondering if you have a spare copy of COMMODORE FORCE Issue One? I told my news agent they tried to get it for me, but it didn't arrive — they tried and tried, but had no

Miss R McLister, Sudbury, Suffolk.

No problem — ALL C-FORCE back issues are still available! Check out the FORCEFIELD PLAZA on pages 64-65 for details.

LM

Dear Commodore Force. Can I ask a few questions?

 Could you recommend any adventure games?
 Yes — check out Bash Yer Brains for all the latest news.

2. What's the best game out of Space Gun, Street Fighter 2 and First Samural?

How am I supposed to compare a beat-'em-up. an Op-Wolf clone and a platformer? They're all excellent games, so it depends what you're

3. What's number 101 in the Commodore charts this month?

No idea.

That's all for now — Thank you for answering my

Brendan Donnelly, Dublin PS When is Miles gettiing a hair cut?

As long as it coverrs his face, it's fine by me.

FRANK DISK-USSION

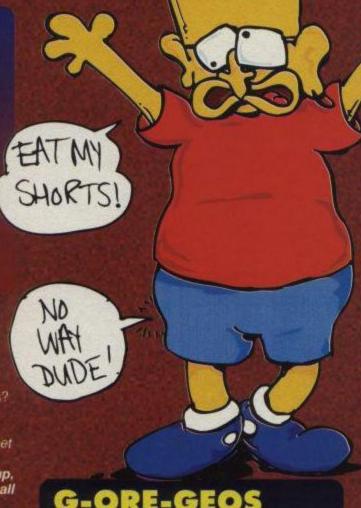
Dear Commodore Force,

The other day I boughtt a second-hand C64 and about 100 games for £230, which I thought was too good to be true - I had one a few years back, but I

Congratulations on CCOMMODORE FORCE Between Commodoress I didn't look at any computer publication outher than PC mags, so it's great to find a well laid-fout mag you don't need a degree to understand. My C64 came with a standard tape deck — I I notice a lot of games are on disk too. I don't mined about waiting for a game to load, but are there anny real pluses about a disk drive? Also, I love footbball management games. Which is the best?

Stephen Lamb, Steevenage, Herts

Personally I wouldrin't be without my disk drive. Sure, it loads ggames faster than datacorders, but it's a also a lot easier to manage your files on disk. Sawving and loading saved game positions in adviventure/strategy games is less of a chore, and if if you ever want to do anything serious a didisk drive's a must. Besides, COMMODORRE FORCE now gives you the chance to get our ir ace covertapes on disk what better reason co:ould there be? Regarding football management it sims, check out Kenny Dalglish Soccer Manager on Zeppelin's Hit Pack #1, or maybe Hi li Tec's Tracksuit Manager.



G-ORE-GEOS

Dear Commodore Force.

I need help and advice on starting a club for the Commodore 64. I'm trying to launch a Geos club in the West Midlands area.

The club will be non-profit-making, and all who join pay their own postage and packing. If the club gets off the ground, we'll launch a monthly magazine too.

If you know of any Geos users, could you please forward their names and addresses so I can contact them?

Mr S Ore, 103 Boldmere Court, South View Rd, Hamstead, Great Barr, Birmingham, B43.

We can't forward names and addresses, but if anyone's interested, Mr Ore can be contacted at the above address.

WITH A CHERRY ON

First I'd like to ask you, please print this letter! And now I'd like to ask a couple of questions

Do you think that full price companies are selling their games to the budget houses too soon after their original release? I bought The Simpsons only seven months ago at £13, and now it's coming on budget already I think this is unfair to people who pay a high price for a game and means more people will wait for budget releases for £3.99. resulting in full price companies losing

Also, how come pokes never work for me? I type in everything as I see it and still the only thing that appears on the screen is 'Data Error'

Noel Grate, Co Coram, Ireland PS Please x1000 print my letter. You probably won't 'cause it's so long, but I'd like to know some of my questions.

You know your questions already you asked them, it's the answers you want! You've definitely got a point regarding early budget re-releases. Not only does this irritate people who bought it at full price (and encourages them to keep their money in their pockets next time round), but it also leaves retailers with unsellable stock on their hands who's going to buy a full pricer when you can get exactly the same game on budget? This makes shopkeepers reluctant to stock that company's games again, which isn't good for anyone.

With regards to the pokes, you must be doing something wrong. If you're trying to enter reset pokes without a reset cart, forget it - it can't be done. If you're referring to listings, you'll just have to enter them more carefully

Finally, do you really think I'm more likely to publish your missives if you slap 'please print this letter' all over it? Just a thought...

US BRONZE

Thanks for publishing my letter entitled 'Role Reversal' in COMMODORE FORCE Issue Three. I felt I must write back concerning the comments made by the person you spoke to (presumably from US Gold).

1. He said Savage Frontier was never released on the C64. This is news to me as I've been playing it for quite a while! As proof, I've enclosed a photocopy of the game cover and quick reference card (he's right you know - LM).

2. He also said Secret of the Silver Blades never will be. It was developed and available for the C64 up until 18 months ago, when it was discontinued — it even appears in their 1991 catalogue. So what happened? Hope you can help.

A Wood, Armthorpe, Doncaster, South Yorkshire.

I checked again with US Gold, and they said the game was programmed by Strategic Simulations Incorporated, and they only handled the British distribution. The title has now been deleted, and they've no plans to re-order. The only way you'll get it now (apart from that old chestnut, 'car boot sale') is to order direct from SSI using an International Money Order. They can be contacted at; 675 Almanor Avenue, Sunnyvale, California.

Anyway, you're this month's prize-winning scribbler — there's a mystery gift on its way.



don't know what Mrs Imlah (COMMODORE FORCE Issue Three) was complaining about. I put one of your covertapes in my cassette recorder and it sounded great, even better than my favourite rave tape. You can't please some people, can you? Now for some questions; When are they going to release a Virtual Reality game for the C64? Why is BASIC Programming called BASIC? I find it really difficult. Could you send me some easy programming so I could do it? PS Its my birthday in March as well, so Happy Birthday to us both! Zit Nolan, Colchester, Essex. When are they going to release a Virtual Reality game for the C64... Don't you think the Commodore Crew would look silly with C64s on their heads, pretending they're VR headsets? Virtual Reality coin-ops cost a small fortune and run extremely fast — it's just not possible on an 8-bit computer. BASIC programming is so called because it stands for Beginners All-Purpose Symbolic Instruction Code, and if you think that's hard, try programming in Machine Code. Anyone who listens to our covertapes on audio cassette players must be two bytes short of a full program, and as for trying to convince me you're called 'Zit' ... congratulations, you're this month's pilchard.

PROTECTOR OF THE TIARA

Dear LM,

Do you know where I can get a copy of the amazing *Defender of the Crown* now Mirrorsoft are defunct? The FORCEFIELD PLAZA didn't have one and my datacorder's chewed up my copy! Please help, as I've been scouring the shops for ages.

I've found a way of resetting the C64 without a reset cartridge, so reset pokes can be used. By momentarily connecting the reset pin on the user port to the GND pin (marked as pins 1 & 3 respectively on page 143 of the user manual) with a piece of wire, the screen will flicker for a few seconds and the familiar screen will be shown. Clever huh? The reset poke can now be entered, and the game restarted with the appropriate SYS number.

I already had a copy of Silkworm before you put it on the covertape and it is excellent. I like the look of SWIV but I don't know whether it's worth getting as it's supposed to be very similar to Silkworm. Would you recommend it?

Silkworm. Would you recommend it?

Danny Kilroe, Deeping St James, Lincs.

Questions, questions... regarding Defender Of The Crown, you'll just have to keep on looking — the Forcefield Plaza can get hold of any game that's currently available, but no one bought the rights to this particular title.

bought the rights to this particular title.

Anyone using your rather 'unique' method of resetting the machine does so at their own risk—I know it's supposed to work but I've no intention of trying it out. If you blow up your Commodore, don't blame us. Finally, SWIV is an excellent vertically-scrolling, viewed-fromabove shoot-'em-up, and it plays nothing like Silkworm, which is horizontally scrolling and viewed-from-the-side.

cheats every month.

LM

Be careful to connect the correct pins or you viewed-from-the-side. might damage the user port! LIVES GRAND? Mr Mangram, OConcerning the REEL ACTION 3 prog Easy Lives better than the best thing since sliced bread! Well done and thanks (x100), please let's have morel DAMN! I TRIED SO HARD TO G Gunn, Cheadle, Cheshire PS Can I win Arselicker Of The Month? It's not very hygienic you know, but yes you can win AWARD! arselicker of the month your prize is a bottle of antiseptic mouthwash! You're right about Easy Lives though. Stay tuned for more excellent

CART HIM AWAY!

Dear Sir

I've just read the February issue of COMMODORE FORCE. It said on the cover, you own a C64... and a brain?'

'At last', I thought, 'I've got both, so this must the mag for me'. Alas, although it's a great reawas as much use to me as a chocolate teaport You see, I'm one of the rare breed who own a that takes CARTRIDGES! Is there anywhere t sells cartridge games? Most shops in my areadon't stock them. Also, is it possible to buy a cassette player or disk drive to plug into my Cland if so, how much do they cost?

My nine-year-old daughter and I are counting the minutes and praying for enlightenment.

Steven Jones, Llandaff, Cardiff.
PS Is there a mag for us cartridge users?

• Hmm... when you say your C64 supports cartridges, what exactly do you mean? If yo bought one of the more recent packs such Terminator 2, then you've got a normal C64 complete with keyboard, which supports the and disk drives. However, if you've got a C64GS, which has no keyboard and looks an outsize Fisherman's Friend, you're out of luck.

You can get C64 datacorders from our ve own FORCEFIELD PLAZA (see pages 64-65 and they cost a cool £25.99.

Anyone looking for cartridges should contact Software City, PO Box 888, Wolverhampton WV1 1TP. At the time of writing, they stock thirteen titles on cart. There's no cartridge-dedicated newsstand mag, but if anyone out there produces a fanzine, send us a copy and we'll give it a fiplug.

ANY PORT IN

Dear Lloyd,

A few months ago I read that Parasol Stars had been nicked and Ocean have yet to decide whether to continue with the project (check out lan's feature on page 22 for the latest news — LM). Well, instead of starting from scratch why don't they port across the ST version? This will save time and improve the graphics. Please put this idea to Ocean and see what they have to say about it.

Unknown, Anytown, Anywhere

Nice idea, but it just wouldn't work. For starters, the graphics would actually be worse. Every computer has its own screen display, and porting graphics from the ST to the Commodore would compromise their quality — far better to get the most from the C64 in its own right. Also, porting code from one machine to another makes it run extremely slowly. Ever seen one of the early Dizzy games? Ever played Chase HQ? They were Spectrum ports — I don't know if it's even possible to modify 16-bit code (I suspect it isn't).

Once again it's a nice idea, but we'll just have to face the fact that Parasol Stars will never be released on the C64. Oh, and by the way, as you didn't sign your letter, I'm not signing my reply.

SPECTRUM CHUM

I'm absolutely furious about the 'Spectrum' comments in your nagazine. I've owned a Speccy for

quite a while, and I'n proud of it.

Having acquired: C64 from my brother, I bought Issue Three of COMODORE FORCE — there were loads of nasty Spectrum' jokes, most of them about the graphics. As an owner of both machines I tell you Speccy graphics are often far superior, eq Space Crusade. Onpage 49 there was a remark about the life expectancy of Speccy mags. There are two on the market (the same as for the C64), one of which has been going for ELEVEN years, the other SEVEN. Come on Loyd, us 8-bit owners should stick

Gavin Smith, Belfast, Northern Ireland.

Much as I hate to admit it, you're right about Space Crusade. The C64 version should've been the better of the two, but for reasons unknown it, er... wasn't. I've had several complaints about the Speccy jokes, and on reflection I feel you all have a point — the 'my machine's better than your machine' argument was always pretty childish, and therefore best left to console owners. I still can't help feeling that the Speccy's days are numbered, but I'll make no more jokes about it — promise.

CRAZY IDEA

To Lloyd,

While reading the Crazy Cars III review in Issue Two, I had an idea — a screenshot caption read, 'Oh, wow! A screenshot that looks like every other screenshot on the page. Don't blame us, we didn't write the game!" Why don't you write a game and put it on the covertape, or better still put it on sale and get some more dosh to improve the magazine? You seem to have most kits, and all except James (like, man!) seem to know how to work them.

Nathan Weston, Blackpool, Lancs

The magazine doesn't write itself, you know -- we could spend all day ever day programming covertape games, but at the end of the month there'd be nothing to mount them on. Also, using kits is a lot harder than you think what makes you think our games would be as good as this month's ace SEUCKer, for example? Besides, all kits are somewhat limited — the chances of getting a utility game onto the shelves are pretty remote.



marvellous missives. Is Ocean's Comic Relief game Sleepwalker

the same as Zeppelin's Sleepwalker

JM Ward, Accrington, Lancs. No, they're completely different. The Comic Relief version WILL be available fo

the C64, but not for a while yet. Why doesn't COMMODORE FORCE have a

classified ads page? NJ Sharples, Chorley, Lancs

Because they're too easily abused. Pirates use them to make contacts, and unscrupulous businesses send unsolicité circulars or chain letters to advertisers.

You're the best computer format about. Simon Pettitt, Nuneton, Warcs

Come again?

Cliff Burton was the greatest bass guitarist in the world. He used to play with Metallica. **Liam Byrne**

I'm really pleased for the guy, but why are you telling us? We're not Kerrang you know!

I read the Big Box 2 review in the February issue - do you know where I can get a copy Mrs M Wilby, Pinxton, Notts

You can order it direct from the publishers. Send a cheque/PO for £16.99 (cassette) or £19.99 (disk), payable to Bea Jolly, to; Beau Jolly, 29a Bell Street, Reigate, Surrey RH2 7AD

DUTCH SLEAZE?

On purchasing a copy of the March edition of COMMODORE FORCE, I was stunned and disgusted to see the pictures from the Dutch Breeze demo on pages 61 and 62.

My son and his friends buy the magazine, and they're aged between seven and eight. Do you really think this is suitable for that age group? Needless to say, none of them will be allowed to purchase your mag again until you promise to clean up your act.

D O Tighe, Tamworth, Staffs

 Er, over to the Man Ed for this one, methinks!

Firstly, may I point out that the only reaction to the piictures you mention have been your letter and a telephone call from a similarly concerned parent. Far less than I expected, but still enough for me to stipulate, right here in black and white (or whatever colours Claire decides to use), that no way will pictures as strong as that appear between our covers

I'd like to add that I thought long and hard (no pun intended) about using the somewhat saucy images in the first place, and decided that they would be acceptable provided the really naughty bits were covered (which they were). There was nothing shown on pages 61 & 62 that couldn't be seen in daily papers throughout the land, but I accept that a computer magazine isn't the right environment for pics of this nature, and will ensure that, in future, they don't appear.

And by the way, for anyone who missed out on our marvellous March mag, back issues are available through the FORCEFIELD PLAZA!

Well that"s about all for this month. Keep the letters flowing, you know it makes sense. Not only would you see your namee in print, but from now on, the LETTER OF THE MONTH wins a

mystery prize! Unreal! Or, as my granny used to say, 'it's not a real prize if

Mangram's Mailbag COMMODORE FORCE **Europress Impact** Ludlow Shropshire SY8 1JW

it's not a surprise'. See, gran — i told you i'd get you back in the magazine!

If you've anything t add on the DUTCH BREEZ debate, the imminent death of the Speccy, or the impending return of my barmy old gran to these hallowed pages, drop me a line, you know where to find me!

BINARY ZONE PD - Britain's Leading C64 PD Supplier -

WE STOCK ONLY THE VERY BEST PD FOR THE CBM 64 INCLUDING MUSIC AND GRAPHIC DEMONSTRATIONS, UTILITIES, PD GAMES AND MUCH MORE! NOT ONLY 30 WE SUPPLY THE LATEST RELEASES BUT WE ALSO STOCK MANY OF THE CLASSIC GOLDEN-OLDIE DEMOS! YOU ARE ENTITLED TO A FREE* DISK OF YOUR CHOICE WITH YOUR FIRST ORDER!

WE DON'T JUST CATER FOR DISK USERS EITHER, NOW TAPE USERS CAN GET IN ON THE ACTION BY CHECKING OUT THE NEW 'TAPE RANGE' WHICH COMPRISES OF SEVERAL 90-MINUTE CASSETTE COMPILATION TAPES BURSTING AT THE SPOOLS WITH THE HOTTEST PUBLIC DOMAIN SOFTWARE CURRENTLY AVAILABLE!

AS WELL AS SUPPLYING PO SOFTWARE, BINARY ZONE HAS ALSO RELEASED THE 'AUDIO RANGE'. WE HAVE PRODUCED TWO 90 MINUTE CASSETTES CONTAINING THE BEST PD MUSIC FROM BOTH THE CBM 64 AND AMIGA!

FOR MORE DETAILS SIMPLY WRITE DOWN YOUR NAME AND ADDRESS AND SEND IT ALONG TO THE USUAL 'BINARY ZONE PD' ADDRESS WITH A "FIRST (LASS STAMP"... I WILL THEN SEND YOU A RATHER APPETIZING "FREE" CATALOGUE!

PLEASE MAKE SURE YOU STATE WHETHER YOU ARE INTERESTED IN A "TAPE CATALOGUE" OR A "DISK CATALOGUE" SO YOU RECEIVE THE CORRECT ONE. DETAILS OF THE AUDIO RANGE ARE CONTAINED IN BOTH CATALOGUES.

PD GAMES - TAPE ONLY £6.00

CAN'T WAIT TO TRY SOME PD SOFTWARE? THEN WHY NOT GRAB A COPY OF THE POPULAR *PD GAMES TAPE*! SEND EITHER A CHEQUE OR POSTAL ORDER MADE PAYABLE TO 'BINARY ZONE PD' FOR ONLY 66.00 AND YOU WILL BE SENT THIS EXCELLENT COMPILATION OF WELL OVER 30 CLASSIC PD GAMES. (POSTAGE AND PACKING COSTS ARE INCLUDED IN THE PRICE!)





SO YOU WANT TO WORK FOR A GAMES MAGAZINE?

This issue of COMMODORE FORCE is just one of the many magazines produced by Impact Magazines - Britain's fastest growing computer and console magazine publisher.

Continued success means rapid expansion and we therefore require a team of highly-motivated, talented people to shape our next two magazine launches.

If you would like to be considered for any of the jobs in this advertisement please write to Eddie McKendrick, Publisher, Impact Magazines, Case Mill, Temeside, Ludlow, Shropshire, SY8 1JW. Please enclose a recent CV and quote the vacancy reference number.



GAME REVIEWERS (3)

(REF: CF/HA/GR2)

Are you the world's best game fiend? Can you complete even the meanest challenges within hours of getting your hands on a cart?

If the answer to these questions is YES, you could join our elite game-reviewing team - working all-day, every-day, playing games and letting your public know what's worth buying.

This job requires excellent writing ability and is ideal for someone who thrives on pressure as part of a tight team.

Closing date for applications: 01/05/93

MAGAZINE DESIGNER

(REF: CF/HA/DE2)

Our future plans urgently demand an obscenely talented and alarmingly enthusiastic MAGAZINE DESIGNER.

Fully conversant with every feature (and quirk) of Quark XPress, the person we're after will have at least two years electronic publishing experience.

Our new projects demand someone who can effortlessly meet the challenge of translating game screen-shots and editorial copy into innovative and informative review, news and feature pages.

Closing date for applications: 01/05/93

SENIOR STAFF WRITER

(REF: CF/HA/SS2)

At last! - A job ideal for someone with excellent research, organising and writing skills. Working closely with the editor, this position involves the production of all non-review based editorial - including vital regulars like news and high-score sections. An ability to communicate effectively with all members of a magazine editorial team - even under pressure - is an essential quality.

A full package of vocational training will be provided in preparation for a more senior role in the company.

Closing date for applications: 30/10/92

AD MANAGER

(REF: CF/HA/AM2)

We urgently require an AD MANACER to take control of our new projects. Reporting directly to the senior sales manager, this vital position demands a self-motivated professional with at least two years media sales experience. The extensive remit includes responsibility for targeted campaign research and implementation.

Salary is according to experience - including a generous commission structure and benefits package. Relocation expenses are also available.

Closing date for applications: 01/05/93

CREATING 90 S READING





ith the arrival of the stunning *Trolls* this month, we thought we'd give you the chance to share our jubilation. T'was a momentous occasion when it plopped through the Force letterbox one fine morning, and everyone in the office thought it was well worth the wait — a top-notch offering in every conceivable respect.

It's been a while since we last saw the crew literally fighting for the next go on a new game. The sight of our jolly selves locked in mortal combat was therefore greeted with some surprise from the (very) odd characters who wander into the office from time to time. As it turned out rank won through in the end. Steve reminded us who was editor and wouldn't let anyone else play all morning. Fortunately we got our revenge by hiding all his biros. He still doesn't know where they went. Ha! Anyway, we couldn't possibly keep all this to ourselves so we've teamed up with Flair for a great Trollish

(sort of) competition.

First prize is a totally bodacious Casio hand-held mini TV, with 20 *Trolls* T-shirts for the runners up.

To be in with a chance of winning the star prize, write in and tell us which famous personality reminds you of a Troll and why. Easy eh! The funniest and most original grab the goodies.

Answers on a postcard to; CASIO HAND
HELD MINI TV
WITH 20
TROLLS
T-SHIRTS FOR
THE LUCKY
RUNNERS

GOING GOING GONK COMPO

COMMODORE FORCE

EUROPRESS IMPACT LUDLOW SUROPSHIRE SY811

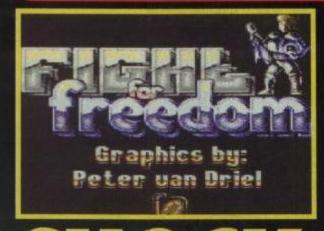
SHROPSHIRLE SY81JW

Make sure they arrive bay 25th May, or they'll be sstored in the cylindrical filing cabinet (ie. the bin).

C-FORCE No.5 MAY 199



Computer-magazines; don't you just love 'em (especially the one you're reading)? A cheap alternative to the glossies are fanzines, says REMI 'ROVING REPORTER' EBUS. There's more to them that meets the printing press too... disk-magazines are here!



SHOCK

Legend

hock from the coding group LEGEND is a Dutch Production excelling in design and originality. Starting life as a print-and-paper magazine under the CULTURE label, Shock had no trouble gaining popularity. Awesome artwork by MIRAGE and an interresting range of subject matter made it the most eagerly-sought magazine on the scene.

When CULTURE siplit and the Shock staff ended up in two different groups, the end of the magazine seemed imminent. It was saved when the Shock members who joined CENSOR DESIGN decided to bring out a disk version. They released twelve issues before both editors left CENSOR and LEGEND took over the mag. The thirteenth issue features two playable game previews, Fight For Fireedom by VICTRIX and Moribund by TWICE EFFECT, but we're here to look at the magazine, not the previews.

Since Shock is procduced by LEGEND, there's no

front end intro — you're confronted with a menu after loading the main file. The menu looks exactly the same as it did under **CENSOR DESIGN** (except the **CENSOR** logo's gone), two elves holding a menu on which the ten chapters are signposted.

The chapters feature US and European news and charts. Where most magazines publish all the news they can get their hands on, the *Shock* team print what they've gathered themselves, mostly about bulletin boards. The charts are compiled by people calling a Bulletin Board Service which functions as *Shock* HQ. This lets you vote for your favourites for the next issue. *Shock* is very BBS-minded, so it's not surprising they've got a special board section in the magazine with board news, numbers and even reviews.

There's also two interviews, (one US guy one European), but by far the best feature in *Shock* has only been published twice. That's the chapter where the *Shock* staff follow a certain rumour and ask the people involved for their opinion. Some of the responses are hilarious.

Shock is THE magazine to read if you're into modem-trading, and even if you're not it keeps you up to date in the world of boards, baud rates and phone bills.



Clique

elieve it or not this magazine's from Turkey, and has been voted the best C64 disk magazine currently available! Script was called Cemetery News when published by BRONX, but when BRONX became CLIQUE, Cemetery News became Script.

At the moment Script's the biggest disk magazine available on the C64, with over 20 chapters and around 2000 blocks of uncrunched text (considering this column's about 60-70 blocks, that's an awful lot of reading). With commercial magazine editor REMIX in the driving seat, Script's the magazine for your average scene follower wit lots of news and charts compiled from over



BRUTA

Brutal

nother Dutch magazine (and another patriotic plug), and until recently the b on the scene. Although Script has tak the Number One spot, Brutal Recall holds its own at Number Two. BRUTAL, a group with



de would like to thus heir help, this issue following persons, as with in't bave been pessable. BER/CREST TONY UMB ESCH DAVID BIRCH HIRAGE/LEGEND MORON/SUCCES OHD ROWLANDS STEVE ROMENDS

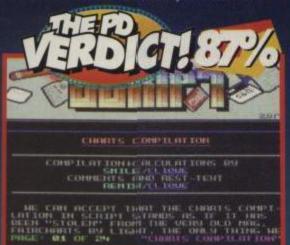
400 vote-sheets.

Script depends on feedback from their readers, and the standard is usually high. There are several chapters where readers can state their opinions on subjects like the future of the C64, the computer elite vs lamers, fair charts and anything else that's currently a hot topic.

Presentation graphics and music change after almost every issue as Script give talented newcomers a chance to show their work.

Other chapters feature a graphics slideshow and a demo sent in by readers, and the editorial where REMIX writes whatever he wants. Script's best quality is that it's not afraid to discuss controversial topics such as discrimination or the Gulf War. Readers then comment in future issues, offering a muchneeded platform for discussion.

Script is written by the average scene-dude for the average scene dude, and has all the news, charts and information you'll ever need.



es, it's yet another Dutch magazine, but in my opinion this is the best of all (but I

And last, but certainly not least

would say that 'cos I'm the editor). One of the longest-running magazines currently available, its radically different outlook is exactly what its readership wants.

Mega-Industries

The first issue was published on paper, but never got the attention it deserved. Years later it was relaunched on disk, putting a whole new perspective on the magazine. Straight from the relaunch issue, Remark was a success. By then there were already dozens of disk magazines, all looking remarkably similar except for the group's name above the menu. Visually Remark was no exception, but editorially it was very different indeed. Instead of informing the reader it's main aim is to entertain, with chapters such as Crap Attack, a section full of crap (and probably inspired by our competitors - Dep Ed).

Interviews featured in Remark are always with the big names, like MARIO VAN ZEIST (programmer, aka HAWKEYE), JEROEN TEL (remember the interview a few issue back?) and more recently the ROWLANDS BROS (Creatures 182).

Their party reports are more like a stories, giving the reader the feeling that he's there better than just stating who attended, what was released and who won the competition.



members all over the world, has grown into the

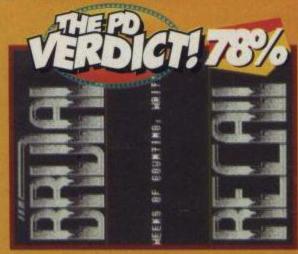
best swapping group around (they do other things as well, but somehow this is never noticed by the masses). Being one off the best trading groups ever, their products aree very well distributed and that's the main reason for Brutal Recall's success everybody who's annybody gets a copy of it.

Compared to Script i it's more of a news magazine. Brutal Recall reports happenings on the scene, while Script't gives opinions about them and asks for reader's vviews.

Their menu's pretty ssimple; on the left there's the chapters, on the rigght the utilities (word hunters, music editors, i, etc). They get most of their news from contacts and boards, and as BRUTAL has members all over tithe world there's always a member in the neighboourhood. As well as useful addresses which everyy magazine has, BRUTAL

RECALL also prints all BBS numbers from all

BRUTAL RECALL has a red-hot news section, great information, addresses, BBS numbers, dates of forthcoming parties and everything a scene member needs. It's perfect



THE HELMOND-ME AMOUNT OF ENTRIES: 018 Remember 200 are needed! end year application to

The news chapter doesn't feature the usual material found in other magazines, but interesting stories about what happened during the last month. And as they're an official magazine, they take their game and demo reviews very seriously

Remark is THE magazine to read if you want to be informed but entertained as well. All you need is here... and more!



SKATER/LEGEND Veilingweg 58 2651 BE Berkel & Rodenrijs The Netherlands

> REMIX/CLIQUE Nenehatun Cad. No 10/5 K Esat Ankara 06660 Turkey

TACHYON/MEGA INDUSTRIES1 PO Box 934 5900 Ax Venlo Holland

TCH/BRUTAL Kerkeweg 38 2985 AT Ridderkerk

RCS BRUTAL Hedeparken 93 Stth 2750 Ballerup Denmark



Subscribe to COMMODORE FORCE and get an excellent Quickshot joystick... ABSOLUTELY FREE! Or, pay an extra £4.99, and receive a terrific TROJAN LIGHT PHAZER GUN instead, with SIX great light-gun games: Operation Wolf, Gunslinger, Cosmic Storm, Ghost Town, Baby Blues, and Goose Busters.

Okay, it's a fair cop. I'll come quietly. Slap on the handcuffs and, while you're about it, why not slap me 12 issues of COMMODORE FORCE, too! And just think of all the coppers I'll save by subscribing...

Tick where appropriate.	NEW	RENEWED
Please send me the next 12 issues of COMMODORE FORCE:		
☐ I live in the UK. Please send me 12 issues of CF with Tape £29.50	□ 6007	□ 6016
☐ I live in the UK. Please send me 12 issues of CF with Disk £29.50	□ 6011	□ 6017
☐ I live in Europe or Eire. Send me 12 issues of CF with Tape £36.00	□ 6009	□ 6018
☐ I live in Europe or Eire. Send me 12 issues of CF with Disk £36.00	□ 6014	□ 6019
☐ I live outside Europe. Send me 12 issues of CF with Tape £50.00	6010	□ 6020
☐ I live outside Europe. Send me 12 issues of CF with Disk £50.00	□ 6015	□ 6021
☐ I live in the UK. Please send me following gift		
Joystick	Free	□ 6120
Phazer Gun	€49.99	□ 6122
Method of payment: VISA ACCESS POSTAL ORDER CHEQUE		
Credit card number:		
Expiry date:		
Signature:		
Name:		
Address:		
Postcode:		
Make chaques and postal orders payable to Europress Direct. Send th	is form (or p	notocopy of it)

with payment to: Europress Direct, COMMODORE FORCE Subscriptions, FREEPOST, Ellesmere Port, South Wirral L65 3EB. No stamp needed!

Why not subscribe by phone or fax? Ring your order through on 051 357 1275, or fax it on 051 357 2813. For any enquiries regarding your subscription, telephone the ever-so-helpful people who deal with our subscriptions on 051 357 2961.

Please tick if you do not want to receive promotional material from other companies 🗆

This offer is not valid after 22 April 1993!

Yes, now subscribers can get their COMMODORE FORCE with a coverdisk containing all the games from the two tapes. And it costs NOTHING EXTRA! It sure saves sending those tapes back every month, plus a lot of money - a whopping £17.88 a year! And that's on top of the money you'll be saving by subscribing, not to mention those stunning free gifts! To get a disk subscription, just tick the relevant box on the coupon below.

This amazing limited offer is available to readers all over the world!

ave you even wanted to walk around dodgy parts of town wearing a silly hat and saying things like 'Ello, ello, ello' and 'You're nicked'? You have? You must be flamin' bonkers, mate!

Instead, why not join the COMMODORE FORCE? By doing so you'll not only find a copy of the best C64 games mag in the known universe on your doormat every month, you'll also be able to avoid all those nasty lager-swilling thugs (like our Ed!) on the way to the shops. You can still wear a silly hat if you want to, though...

COMMODORE FORCE is the mag for right-on reviews, phenomenal pheatures, cor-blimey cove cassettes, rip-roaring roundups, tip-top tips and much more! Add to that a freebie joystick or light phazer, plus an incredible cash saving, and you've got an offer that's hard to refuse.

So why not just come quietly over to this cosy coupon in the corner, Fatty Phil in your details and mai it off to the address at the bottom. It's a fair cop honest, officer!

WINE WESTE

They seek 'em here, they seek 'em there, they seek those previews everywhere... and here they are! MILES 'FORESIGHT' GUTTERY looks at a couple of imminent releases on the good old Commodore 64!





Virgin

ould you believe it? A computer game based on a fast food chain! So what's it going to entail? Selecting the correct queue in order to get served quickest? Or perhaps you'll fight for a seat before being forced to sit on Ronald's lap in the kiddles section? Well it's nothing like that actually, it's a platform pounder in the Mario Bros tradition.

The devious Hamburglar has stolen Ronald McDonald's magic bag and the only people who can retrieve it are the seriously-cool MC Kids (YO!). Thirty levels and seven worlds await in this leap-around extravaganza. From what we've seen so far,

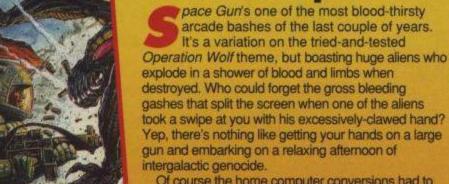
McDonaldland bears an extremely uncanny resemblance to a range of console games featuring the aforementioned stout moustachioed character of Italian descent. Ho, as they say, hum. Check out our full review next month, as we order double fries and spicey chicken dip, and hey — have a nice day!



9000000

SPACE CUNI

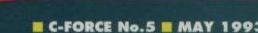
The Hit Squad



Of course the home computer conversions had to do away with the impressive weapon sported by the arcade cabinet, but despite this drawback it still recieved some more-than-favourable press when it first appeared. If you missed it first time around, stop sobbing — the monster's coming back at a wonderfully affordable budget price.

Remember, don't listen to what those boring pacifists say. The only good alien is one who's body is splattered across several square feet of floorspace!







Take tennis, shrink the court, replace the racquets with wooden bats and mount the whole thing on a piece of furniture. CHRIS 'WOODEN TOP' **HAYWARD** first pings then pongs...

he only TV coverage I've seen of table tennis was a contest between two Frenchmen who turned the event into a theatrical performance. They ended up playing on a toy table the size of a shoe box, and since that day I've had no respect for the sport at all.

Despite lurking in youth clubs all over the country, ping pong has a surprising number of serious followers, with international tournaments being held every year. Zeppelin's own version is a straightforward ball-and-bat bash, inheriting attributes from the old monochrome paddle game imaginatively-titled Pong. Unlike the ancient version, this rendition does have a decent view of the table (the original didn't even have a table), with the players represented by the bats that they're using. The winner of each game is the first to reach 21 points, after which the participants change ends. Lots of options are on offer configurations include ball speed, skill level, hand grip, tournaments and even the colour of your bat. An additional selection is the expedite rule, which basically this means should 15 minutes pass with the game still in progress, service alternates between players until one gains the required victory score. Up to eight people can partake in a tournament, the winner receiving a trophy from the ever-radiant Miss Lovely.

The Ping's The Thing!

The abundance of options vastly improves what would've been a dank game. Table tennis is hardly the most exciting sport to simulate, but

 Apart from the twoplayer element and a few options, this little effort offers no more playability or depth than the trousercreasingly ancient Breakout. Graphics and gameplay are from equally uninspired buckets. 'Drab, drab, drab sang the terrapins, and they were right. In fairness, Table Tennis isn't a bad game for what it offers. The problem is it doesn't offer enough. Variation of shots is minimal, detracting from the satisfaction of winning, making it a seriously run-of-the-mill affair.

the choices available enhance it to a moderate degree. I can't help feeling that the programmers copped out when it came to producing the main sprites. Controlling a floating bat's about as exciting as reading a trifle! The person holding the thing should at least be displayed. Aiming the ball is very tricky, and not in the game's favour as far as accuracy is concerned. However, it plays fast and there's plenty of scope for a

decent two-player ping-ponger.

Entering the tournament isn't very interesting, and unless you're on maximum difficulty setting it's an infant's puzzle to complete.

If you don't mind the lack of a table, Zeppelin's own International Tennis is a much better bet. The rules may differ, but overall it's the same bat-and-ball action. As an accurate conversion the programmers get respectable marks. The question is, should they

bothered in the first place?





It's all a question of sport — like, why does your player become invisible as soon as he gets near the table?



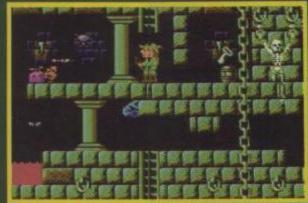
O Zeppelin.

My my my, little reviewer, what big teeth you have.
'All the better to eat you with, Little Red Robin Hood!'
CHRIS 'SHE MAID ME DO IT'
HAYWARD has the wrong idea completely, as usual...



here there's good, there's bad. Where there's wealth, there's poverty. Where there's an evil sheriff increasing taxes, there's a smart alec wandering around the woodlands in green tights and a feathered hat. Muich to my delight, this isn't a conversion of the lously Kevin Costner movie (wasn't his accent atrociious?), but a much better escapade with the tree-dwelling fellow striving yet again to free his darling maid Marian from the nasty Sheriff's clutches.

Amidst all the kerfuffle of raising money for charity (he's never run a marathon with Jimmy Saville though — hypocrite), Robin completely



• Robin: 'Take thast, thou foul fiend!'
Skeleton: 'Is it dinmer time yet?'



• CodeMasters, £3.99 Cassette

forgot about his loved one. While serving stewed hog to a group of lepers Bob heard of Marian's capture, so after several hours deciding between a beautiful damsel and a team of flaking peasants, he set off to Nottingham to confront the low-down law officer. So begins another arcade platform crusade, based in the bowels of Nottingham Castle where Robin jumps treacherous gaps, avoids fire-spitting gargoyles and skewers guards with flaming arrows.

The castle corridors aren't as easy to navigate as you'd expect. Only by

collecting keys can you open certain doors and activate lifts, taking you further into the fortress and nearer to Marian. To beef up your points and get more valuables for Robin's charity shop, you collect treasure chests and priceless articles the sheriff carelessly left lying about. The hooded one has three lives, and can take three hits per life. Extra energy is found in the form of heart icons.

Maid In Nottingham...

The C64 isn't short of this game genre, but Legend Quest contains a certain spark that sets it aside from its competitors. Apart from the usual jump-and-shoot routine, there's a small puzzle element requiring some serious thinking. For instance, secret passages only open if you stand in the correct place or jump on a particular barrel. You don't need to cover every screen to progress, but if it's treasure you're after then stern amounts of grey matter needs utilising. Robin's animation is great, cheerfully jogging along and pulling back an arrow as if carefully taking aim—superb. The backgrounds are jolly but a little dull in places, and the enemies are



wonderful to behold, brimming with colour and character as is Robin himself. He strides confidently about the platforms with a merry expression on his face, and the animation as he raises his bow to fire an arrow is excellent. Though very tricky, this is a great little game which (incidentally) knocks the spots, stripes and mottled patterns off the

Amiga version. Ha — another one up for the 8-bits!

in need of a lick of paint — the dwarf's shocking! What really grinds against the game's favour is the bad control method, which undermines what could have been a high scorer. Being unable to change direction in mid-air is not only annoying, but also unnecessary. The early *Dizzy* games had the same problem, but it was rectified in the later ovoid adventures — why isn't it here? It may not be humanly possible, but for a game laced with obstacles it helps enormously.

Many dangers are impossible to pass without losing energy, which is blatantly unfair. I like using skill and judgment, but when pin-point accuracy STILL isn't sufficient you can't help feeling the armies of frustration slowly advancing. Seek it out, but study hard before parting

with your valuables. qui gra





UNLIKE THE USUAL CODIE FAIR IT'S MULTILOAD



JOVIAL ROBIN BUT DRAB CASTLE ROOMS



SIMPLE YET FITTING SOUND EFFECTS



BIGGISH LEVELS ENCOURAGE EXPLORATION



THE TRICKY SOON BECOMES IMPOSSIBLY HARD



C-FORCE No.5 MAY 199



Zeppelin, £3.99 Cassette

Put the pedal to the metal and burn some rubber in an orgy of fast cars, mayhem and destruction. When the going gets tough, have you got what it takes? MILES 'ONE OVER THE LIMIT' GUTTERY hasn't he totalled his car a couple of months ago!

he title may seem odd for a driving game, but after a few plays it makes perfect sense. Belting around a series of single-screen tracks could get a tad repetitive, but add a

sprinkling of offensive weaponry,

· Carnage is very much in the Super Sprint mold, but unlike the old rubber-burner this is fun to play! Heck no, it's darned brilliant! Not only is it eye-blindingly fast, it's also a great laugh. Razzing 'round corners and leaving mines for unsuspecting opponents is ace!

The inclusion of damage meters and pit-stops add a strategy element — if you thrash around and hope for the best, your damage meter reaches critical and your vehicle's reduced to a spluttering crawl.

Super Off Road Racer was also an admirable car-chaser, but the controls in Carnage handle a lot better, allowing for some serious fast-paced challenges. It's not flawless but its faults are outweighed by multitudes of good points. If you miss this, you're a psychedelic hermit

speed and handling add-ons and a large dollop of high-speed collisions and you know you're in for a mega wheel-spinner.

There are four competitors in all, with either one or two human racers joining in the action. The graphics are pretty neat, with small but well-defined cars ripping 'round eight single-screen courses. Collision with roadside scenery causes damage to your car. If your damage meter reaches 'full' you chug to a near-standstill, crawling agonizingly slowly to the pits to get it fixed. Needless to say this takes time - do you go for full repairs and wait for the meter to clear, or do you risk a quick patch-up and get straight back into the race?

The opening contest seems more like a Sunday drive than a hell-for-leather demolition derby, but it's important to finish as far up the field as possible - the better your finishing position, the more prize money you get.

Shopping Maul

Tactical foresight is required when buying extras. Up to four grades of engine can be purchased for extra speed. Acceleration's sluggish at first but can be souped up as the racing season progresses, and better tyres are needed for pin-point cornering. If you want to stack the odds still further in your favour, splash out on some land mines. Just when your opponent's steaming up behind you having bought a new Turbo Nutter 500bhp monster engine, a quick tap on the joystick sends him up in a plume of smoke. Very satisfying! Nitro-boosts give a short-term burst of speed, but use them wisely - it's all too easy to lose control and smash into the barriers.

At the end of each race, final positions are shown and points are awarded. A human player must finish in first place to qualify for the next track. With two players it's advisable to come to an





but perfectly formed - Carnage gives the single-screen racer a new twist. arrangement, with one player (preferably the on

with the fastest car) goes for the win while the other slows down the computer cars by ramming

Carnage is immediately accessible and fun play, especially in two-player mode. The need improve your motor really fuels the desire to w After the initial enthusiasm, however, things tak bit of a downward turn. Even if you're several points clear in the championship, one mistake means 'goodbye race' and 'hello game-over' screen. Performance power-ups are a good ide and innitially a lot of fun, but high-powered engiand lightning acceleration render the car virtuall uncontrollable. You end up spending more time the pits than on the track. The pit-stop idea's rea good, with the player able to choose exactly how much repair he/she

wants, but if you trash your wheels on the opposite side of the track, it takes ages to stagger all the way back. Carnage is the best Super Sprint-style racer I've seen on the C64, but probably not to

every ones tastes



RAVE INTRO THEME BUT PAINFUL ENGINE EFFECT

APPEALING, ESPECIALLY IN TWO-PLAYER MODE

NOT REWARDING **ENOUGH TO HOLD**



at the gates of oblivion.

about on the river platforms ahoy, shipmates, etc. etc. etc.

Hollywood film-makers know when they're on to a good thing — they lightly tweak a successful movie and call it a sequel! Lethal Weapon's supposed to be based on all three films, but is it as derivative as its celuloid counterparts? CHRIS 'SAME **AGAIN' HAYWARD** investigates...

t's always interesting to see how film licenses are handled. Capturing the excitement of a movie is a hard task, especially when the license in question is the entire Lethal Weapon trilogy! I suppose originality would be too much to hope for, but depression really set in when I realised Ocean have plumped for yet another platform shooter.

Having got over my initial disappointment, I checked out the scenario against which the comical cop's capers are set. After failing to defuse a bomb and blowing up a building in the process, detectives Riggs and Murtaugh are back in uniform. To legain their detective's badges (and their dignity), they must clean up five unsolved police files.

Each case takes you to various locations within the city. After taking on the Export Gang on board a ship, you must win back the subways from evil terrorists. On later levels you rescue Leo Getz from a disased steelworks, rid the



• The slime encusted third level plays exactly the same as all the rest collect the powe-up for extra firepower. police station of a bent copper (well this is Los Angeles), and track down the mastermind behind an organized crime conspiracy

Before sorting out the bad guys you must decide which cop to control. Riggs is more athletic than his partner and jumps that little bit higher. Murtaugh, on the other hand, is a veteran with firearms and his gun-shots are more rapid. After selecting your Hollywood bobby, it's on to the first mission. Gameplay remains the same throughout, leaping moving platforms, jumping gaps and blasting baddies. The villains come in many forms, but they all act the same - just shoot them before they shoot you. Gun clips are collected to keep your ammo in a healthy state, and evidence (in the form of magnifying glasses) adds to your score. The only other power-ups are large hearts (extra life), small hearts (extra energy) and a gun (rapid fire)

Apparently the game's based on aspects of all three films, but the string must've been very loose on this tie-in - similarities between the movies and the game are pretty remote. The fact that it's a seen-it-all-before platformer wouldn't be so bad if there was at least a small measure of variation, but after five minutes you've seen everything it's got to offer.

The sprites are respectable enough, even though they do little justice to their silver-screen counterparts (Riggs' bouffant is hilarious, and where are Murtaugh's trousers?). The levels are large, but there are no restart points. It's off to the beginning of the level should you lose a life. something that soon tries your patience. Also, as soon as a section loads you're chucked straight in, with enemies blasting away before you get chance to pick up your joystick. Hardly sporting now, is it?

After reading the manual I expected a decent game, but the gameplay bears little relation to the plot. For example, on Level Three (the factory raid) you're supposed to locate and rescue Leo, a small-time crook who can help with the investigations, but you don't. Nor do you find the money on Level One, or Level Five's bullets. They may count as evidence but retrieving a magnifying glass instead of a person is really boring. especially when you're promised rescues in the instructions! To cap it all, the collision detection's dubious and completing the game on your first attempt is entirely possible.

The old phrase 'a missed opportunity' was written for Lethal Weapon. The potential for a riproaring game is there, but unfortunately it remains unexploited - sad really,

could've been dynamite.

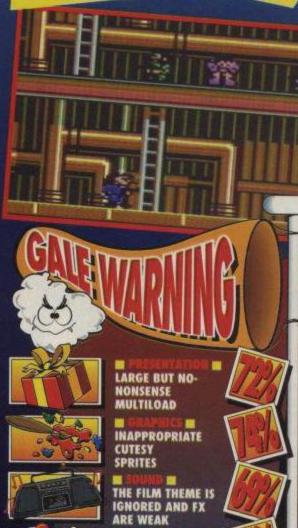


The plump little sprites aren't exactly what you'd expect from an action movie licence, but this doesn't detract from the initiallyplayable platformy blasting action. Unfortunately, the endless leaping and shooting is fairly unchallenging and soon becomes repetitive. You can get quite a long way on your first go, severely limiting long term appeal.

The poor collision detection's most annoying, with baddies' bullets hitting you even when they appear to be a mile off, and links with the movie trilogy are tenuous to say the least. Had more attention been paid to the layout of each level things could've been a whole lot better, but the simplistic blasting element soon sets trigger fingers itching for more than the game has to offer. It's not so much Lethal Weapon as Unsafe Implement.

Eleven smackers is a high price to pay for such low-key entertainment.





INITIAL EXCITEMENT

SOON TURNS INTO BOREDOM

NOT HALF AS HARD-

HITTING AS IT SHOULD BE

50 REVIEW

SERGISH SERVICE TO BOOK OF THE POSS PLENT OF TIME TO

Spud-ULike reject's back, and this
time he's got a comical,
conical helmet on his
head! MILES 'WRONG ARM
OF THE LAW' GUTTERY
joins Seymour for some
legal laughs...

The

here's been a fair few semi-mechanical 'righters of wrongs' over the years. Steve Austin, alias the Bionic Man, alias the Six Million Dollar Man was one of the first. Almost killed in a plane crash, he was rebuilt (at great expense) with mechanical arms, legs and even a robotic eye. Stronger and faster than any man alive, he struck fear into the hearts of all would-be villains.

Several years later, a Detroit cop called Alex Murphy got half his brains blown out by an unpleasant gang of thugs. What was left of him was encased in huge metallic exoskeleton, impervious to all but the most powerful of weapons — Robocop was born!

Following in their automated footsteps comes a new breed of crime-fighter, not to mention a new breed of criminal. No gun-wielding

QIII ()

As a solitary release,
Robotcop has nothing to offer
those seeking new depths in
computer entertainment. Its simplicity
keeps you playing and it's surprising
how addictive it becomes, but only for
a few minutes.

At first there's a strong need to progress to the next stage, but when this factor evolves into frustration the 'game over' message can't arrive quick enough. Robotcop is also found in the Superstar Seymour bundle, and 'compilation filler' sums it up. Got five minutes to spare before nipping out? Then this fits the Ibill. Wanna' get your teeth into some arcade action? Forget it! Think of Robotcop as an interval, a break, an item to tuck into a

lapse of time and not something you'll play till the cows build homes.

gangsters or muggers with baseball bats here. The real criminal fraternity consists of power-crazed snowmen and deadly freezers, with armies of suicidal snowballs and psychotic penguins. Seymour undergoes yet another metamorphosis to become Robotcop, crime-buster extraordinaire.

Each level's made up of a single-screen maze. The boss is usually located near the centre, with his villainous compatriots patrolling the surrounding area. These can be punched or grabbed using Seymour's extendible bionic arm, but avoid contact as this is fatal. Captured baddies can be thrown against a wall and killed, or even used as a missile to down another dastardly deviant. Once you've destroyed all the roving baddies, you then arrest the boss and move to the next level.

A plentiful supply of pick-ups are left by blatted baddies. Most are simply for points, but be quick and you can get add-on weapons, extra lives and bonus letters. Collect the letters R-O-B-O-T-C-O-P and the current screen is automatically completed, taking you to a bonus screen where you collect as many add-ons as possible within a time limit.

If you have a memory span approximately 398769.23 times that of a goldfish, you'll remember that this was reviewed a couple of months back as part of the *Superstar Seymour* compilation, earning a solid 72% from my good self, but how does it stand on it's own merits? Quite well, actually. Jolly arcade antics suit this budget release down to the ground. Some chirpy intro screens and a bounce-along ditty keep proceedings lively and cheerful without threatening to blow the mind. In-game graphics are clear, colourful and enhanced by some quality FX.

There's certainly a fair challenge in there, though at times it really frustrates, eg when you die and re-appear right on the other side of the



Talk about blocky graphics! Those red squares don't actually do anything, though.

maze, giving the boss plenty of time to produce more beasties.

Robotcop's the kind of game you play for five minutes while running the bath or waiting for Eastenders to start — Instantly accessible, but tiresome in long bursts.

A fair budget buy, but it won't make pigeons fly upside-down on a hot Summer's day.

MFES 69%



FIFTER

PRESENTATION IN SEYMOUR MUG-

SEYMOUR MUG-SHOTS AND SNAZZY PRE-LEVEL BITS

COLOURFUL, BUT THE MAIN SPRITE'S A BIT BLOCKY

OK TUNE AND GOOD
FX KEEP BORED
EARDRUMS AT BAY

MINIMUM OF FUSS
PRIOR TO THE
ACTION

IT'LL COME OUT IF THERE'S NOTHING BETTER TO DO

FORGE

BRET BANDS Defeat Typhoon and you can take on Irwin R Shyster of Money Inc. and finally Sags of the



Laydeez and gen'imen, take a ringside seat for the main event of the

evening — 15 rounds for the wrestling sim championship of the world. MILES 'YOU GRUNT, I'LL **GROAN' GUTTERY versus** the entire WWF...

h no, they've landed! Not content to confine their grunting, posing and fairy-fighting to the States, the loudmouthed muscle-men of the WWF are on the way to our quiet and serene continent. The European RampageTM has

begunl On loading you choose between a two-player practice match or one-player tournament mode. Pick your character from the four available - 'Macho Man' Randy Savage, Hulk Hogan, Bret 'Hit Man' Hart and The Ultimate Warrior.

The tour begins in the Brittanic Arena, London, with your opening bout against the fearsome Typhoon from The Natural Disasters tag team. A variety of moves are available, accessed by positioning the joystick and hitting fire. Moves are context-sensitive; for instance, if you're standing still, hitting the fire button makes you punch or kick depending on your distance from the opponent, but if you're running, you perform a flying kick. When you floor the other guy, be quick - you can give him a couple of kicks to the head before he gets up.

There are several ways of putting your adversary on the canvas. You can climb onto one of the ring posts and jump on him, or bounce off the ropes and charge him down, though this takes pin-point timing. The easiest method is to beat him in a grapple. Waggle the joystick repeatedly, and if you're quick enough you pick him up and throw him. Should this happen near the ropes, chuck him out of the ring and follow him out to continue the brawl. Be careful though any fighter out of the ring longer than ten seconds is disqualified! When you've downed your opponent you can attempt a pin, but if he's got too much energy left he'll break it.

Nasty Boys. Beat them all in each of three European countries (Britain, France and Germany) and you take on The Mighty Animal from Legion Of Doom at Maddison Square Garden for the Championship.

The sequel to the C64's best (though not brilliant) wrestling sim is a less frilly affair than its predecessor. Front-end intro screens consist of a credits list and a passable representation of the WWF logo. Recognisable mugshots of the 'superstars' add flavour, but again there's nothing outstanding. With the tour supposedly taking place in various venues across Europe. you'd expect a variety of atmospheric backdrops. As it is, every arena looks identical apart from the country's national flag in the top

The one-player game's slightly disappointing. A respectable number of manoeuvres are included, but most aren't required - a couple of moves fox the opposition every time. For

example, if you climb onto the bottom left hand post the computer opponent

stands exactly where you can jump on him! If you get a mate to join in, though, things improve as a lot more thought and tactics are

Faster than the original and with more clearly defined graphics, European Rampage is more aesthetically

pleasing, though the ingame sound's extremely disappointing. Try kicking a brown paper bag full of Smarties and you'll get the picture.

One for fans of the sport

more than general



That ring looks very ropey to us there again, maybe it should! (Groan).

After the official WWF game was released a spate of grapple sims hit the scene, all with one thing in common — they were terrible! Graphically WWF 2, sequel to the first and finest of the current batch, is competent with detailed superstars and lots of colour being used. There are plenty of moves to get to grips with, and It's the best two-player wrestler to date.

Singles competition's are a major let-down though; they're far to easy because of the computer opponent's low intelligence. You can control any of four wrestlers, but gameplay would've been improved if you could compete against these guys as well as the computer's own.

If you've plenty of friends, the two-player mode keeps you more than happy. If not, stay with the original.





C-FORCE No.5 MAY

THE ACTION ZONE

SUPER NINTENDO + STREET FIGHTER II

0839 40 60 41

ALL THE ARCADE ACTION
IN YOUR OWN HOME

AMIGA A1200 OR AMIGA A600

0839 40 60 44

CHOOSE BETWEEN THE NEW 36 Bit A1200 OR THE TRUSTY A600

ACTION
REPLAY FOR
YOUR
MACHINE

0839 40 60 47

INFINATE POWER, INFINATE LIVES BECOME INVINCIBLE

MEGA DRIVE + MEGA CD + SONIC 2 + CD GAMES

0839 40 60 42

SOUND, GRAPHICS, GAMES! MORE MEGA

STREET
FIGHTER
JOYSTICK OR
INFRA RED
JOYSTICK

0839 40 60 45

YOUR CHOICE! THE CONTROL
OF THE ARCADE MACHINE OR
THE CABLE FREE INFRA RED

HARLEY DAVIDSON GEAR

0839 40 60 48

OWN A HARLEY DAVIDSON LEATHER JACKET WORTH £500 + TV TUNER + SONIC 2

0839 40 60 43

GREAT GAMES AND A T.V. TUNER

£250 WORTH OF GAMES

0839 40 60 46

RUN RIOT IN A GAME STORE!

WIN!

THUNDER-BIRDS -MODELS PLUS TRACEY ISLAND

0839 40 60 49

LIMITED EDITION
REPLICAS CAN BE YOURS

IMS Ltd, P.O Box 28, Northamptton NN1 5DS. Calls cost 36p (Cheap) 48p per min (other times). Multiple choice questions. Max possible cost £33.60. Please be sure that you have permission to make this call. Ends 30.6.93. Nintendo, Sega, Amiga, Street Figghter II, Sonic 2, Action Replay and Harley Davidson are all registered trademar of their respected companies. We are not related or endorsed by them.

• The Hit Squad, £3.99 cassette

They're back! Just when you thought it was safe to go back into the arcade, the Space Invaders return! Last time it was hors d'oeuvres, this time it's lunch. With the human race as the main course, MILES 'SPACED OUT' GUTTERY ain't sticking around for dessert...

iffin's ever-more excited noises drifted through the open window. Glancing across, I noticed the time-machine he was dragging across the lawn. With a sigh I left my chair and sat at Piffin's side, just as the time machine melted out of literal existence. Several minutes later, we reappeared some years earlier on a seafront promenade in Southern England. Piffin skipped off towards the candy floss stand, but I had other ideas...

It didn't take me long to spot what I was looking for. Six identical machines lined the far wall — Space Invaders, one of the first coin-ops to hit the arcades! The graphics were terrible in those days. A monochrome screen projected onto a printed backdrop, giving the impression of colour. Even so, the gameplay soon made it a household name — an ultra-simplistic left-right-fire affair, all you did was

● Eee, they don't make 'em like they used to, do they?





move your craft along the bottom of the screen and blast the hordes of aliens descending ever closer to mother Earth. No power-ups, no bonus screens, just good, honest fun.

Even on such a simple game tactics soon emerged — for example, blasting the baddies at the edge of the formation slowed down their rate of descent.

Half an hour and countless vaporised aliens later I re-emerged, and spent several seconds squinting out to sea. Piffin was nowhere in sight. Shrugging, I set the time machines circuits for the heady days of 1990.

No one took more than a passing interest in Piffin's contraption as it materialised in the centre of Skinny Joe's Amusements/Surf Shack. Unperturbed I went about my business.

There it was. They'd tagged the word 'Super' on the front and added some pretty backgrounds and a few enhancements, but it was still the same game I'd played a few minutes earlier in 1979. Sure there were a few power-ups and some snazzy presentation screens, but do they really make a difference? Mulling this over, I headed for home...

Ace invaders:

A significant improvement made by coin-op creators Tengen is the addition of collectable power-ups dropped by mother ships crossing the top of the screen, eg. rapid fire, time-stops, extra shields, etc. Pretty backgrounds are the last thing you want when 70-odd aliens are coming at you, and some of the more involved ones obscure enemy bullets, causing annoying accidental deaths. There's some amusing bonus stages too, like the 'Cattle Mutilation' screen in which you protect a field of cows from swooping alien hordes intent on sucking them up and whisking them away. Watch out, too, for the aliens who stretch instead of exploding when hit, and some very

impressive end-of-level baddies.

ideal budget bargain!

There's little more that could be tweaked without the game ceasing to be *Space Invaders*. The gameplay's still simplicity itself, but it's a toughy to beat.

In truth, this review's a bit pointless — chances are you'll know exactly what you're getting, so it's really up to you. If it's Space-Invaders-with-knobs-on you want, then that's what you get. If you're more of a modern gamer and demand more depth, save your cash.

wonder what did happen to Piffin?



The cloaked figure

reached into his pocket and withdrew the object. 'It's bright, shiny, and yours for only £10,' he mused optimistically.

But look how old it is,' I retorted. 'It

'Not so,' he insisted, feigning offence.
'It's been tweaked — it's completely different!' Far from convinced, I kept my wallet firmly closed. I thought no more about it until, a few years later, I chanced upon that very same individual. 'I've still got a few left,' he said, 'but now they're only four quid each!' Knowing I was on to a good thing, I reached into my pocket and withdrew the coins... Super Space Invaders was too derivative, too simplistic and too shallow to make a worthy full pricer, but it's basic-but-addictive gameplay make it an

looks like it stepped out the Ark.











NOTHING SIMPLER
TO GET TO GRIPS

M LASTABELITY IN NO VARIETY BY DESIGN, BUT WHAT'S THERE'S GOOD



C-FORCE No.5 MAY 1993

54 COMPLETIONS

THE SIMPSONS — BART Vs THE SPACE

h no, space monsters have invaded Springfield, home of oddball cartoon family, The Simpsons.

The aliens want to build a super-weapon and take over the world, but luckily for us they're having trouble constructing it. They need certain items that are scattered around each level, and it's up to Bart to thwart them.

On Level One they're after anything purple. Bart must dash around with his trusty can of spray paint (haven't these people heard of the ozone layer?) turning offending objects red. Some items appear impossible to reach, but fortunately our spiky-haired young hero can purchase helpful equipment in many of Springfield's shops, such as rockets, cherry bombs and a magnet. I'll leave you to work

out their uses. Other levels are equally bizarre, eg in Level Two you're after hats, Level Three

MUTANTS

contains all kinds of balloons, in Level Four it's exit signs but Five's

the most dangerous of all — nuclear power rods!

Bart Vs The Space Mutants is great fun at first, but once you've completed a level ploughing through it again is a bit of a chore. A password system would have spruced it up no end

Still, if it doesn't give you a few hours of enjoyment I'll eat my sho — no I won't say it...





WWF WR

his game has an identity crisis — is it

WWF Wrestlemania as it says in the
instructions, or WF Wrestle Mania as
preferred by the box? Ho hum...

Whatever it's called, it's easily the best game on the Superfighters compilation and second only to The Simpsons on The Dream Team. The sprites are big and bulky, the animation's pretty neat, and for once there's a decent game in there too! It's not perfect — the multi-load's more irritating than it has to be, and that silly name-calling at the pre-fight press conference... c'mon lads, how many bytes did you waste on that?

There's still too much waggling here for my





DIEM STEM

BART VS
THE SPACE
MUTANTS
T2
WWF
WRESTLE
MANIA

Ocean,£14.99 Cassette£19.99 Disk

Dreams... nightmares...
forbidden desires. And let's
face it, there's none more
desirable than MILES 'DREAM
ON' GUTTERY. See his
flowing blond locks? See his
dreamy blue eyes? See the
latest from Ocean? He did...

he Dream Team — at last, a Wolverhampton Wanderers computer game! Follow the fortunes of the great Stevie Bull et al in their quest for fame and fortune. Full eleven-a-side rules... wait a minute — it's actually a new, allaction compilation. Oh well...



 The designer of T2's second level takes a beating from am irate gamer.

TERMINATOR 2

"Il be back' he roared — he meant it too! Reviewed as a budget re-release last ish, Arnold flaming Schwotzizname reemerges for the umpteenth time to replay his most famous role.

Four game-types are spread across nine levels, with each section representing a scene from the film. Level One has the T800 (Arnie) trying to batter the T1000 (the bad guy) in a shopping mall, while teenager John Connor makes good his escape. This section is a one-on-one beat-'em-up with punches, kicks and even a head-butts at your disposal.

Arnie and John then link up on a motorbike, and are pursued into a storm drain by the evil one who's hijacked a large truck. The way is littered with rubbish and debris which must be carefully negotiated, but don't hang around too long or the truck mows you down (shades of *Spy Hunter*, methinks — Dep Ed).



Having evaded your pursuer, Level Three has you patching Arnie's damaged hand. This is achieved via a slidey-block puzzle thingie. The nearer you are to completion when the timer runs out, the more energy you get at the beginning of the next level.

Level Four is set in the mental hospital where Sarah Connor is incarcerated. Help her escape by dashing around the hospital duffing roving nurses

Each of these styles is repeated in the game's other five levels, which is a shame because none of them are much cop, and nor are they in any way original. Excellent presentation screens fail to lift this above the mediocre. It might be worth a (brief) look, but my opinion hasn't really changed since last month.

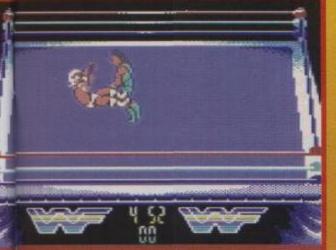
he Dream Team is truly a mixed bag—varying characters, varying styles and varying quality. The pick of the bunch is easily The Simpsons, with its colourful graphics and zany plot. WWF isn't outstanding but it's still the best C64 wrestler around, and the only real let-down is T2, which only sold on its license. The Simpsons and WWF were released on budget the month. With T2 already out as a cheapie, it costs less to buy each title separately than as a £15 compilation. Some bargain!



COMPLETE

STLEMANIA

liking, but unlike certaiin wrestling games it's not the be-all-and-end-all of the scraps. WWF is the best wrestler on the C;64 (especially in two-play/er mode). It piddles over the Amiga version too — Ihurrah!



Illegal fist-fights, overhyped cartoon wrestling, violent street thuggery; SUPER fighters? They'd better be, or IAN 'S-CRAP GAME' OSBORNE will 'moida da bums'...

e're having a beat-'em-up revival here in C64 land — Street Fighter 2, European Rampage, Wrestling



FINAL FIGHT

rrgh — no! Don't make me do it. I'll do anything but review this game! I'll scrub the floors, wash the dishes, scrape the rust off Steve's Skoda, A-N-Y-T-H-I-N-G!

I can't face it. I've nothing to say about the pathetic, microscopic sprites that are a bare-faced insult to the coin-op's huge hulks. I don't want to think about the Indiarubber animation or the boring, samey baddies. I couldn't be bothered to talk about how easy it is (wait for the baddies to come

FIGHT PIT-FIGHTER WWF WRESTLE MANIA

Ocean, £14.99 Cassette £19.99 Disk



Superstars, American Tag-Team
Wrestling, you name it, we've had it.
The quality of these games ranges from
weak to dire, but will this three-game
compilation break the mould?



Honestly, your honour, I was just standing there talking to my mate when these two geezers came over...

to you, push the joystick up and press fire — repeat until completed), the appalling collision detection (you can floor an enemy without actually hitting him), or the fact that it's as boring with two-players co-operating as it is on your own. And let's face it, when you've read one sarky remark in the 'were this a reader's game, it wouldn't make the covertape' ilk, you've read 'em all.

It's no good, I just can't review this trash.

PIESCHIS

he more I see this game, the less I like it. In the arcades it was an average basher, with only the superb digitised graphics justifying its floorspace (the curious 'scaling' as a fighter walked in and out of the screen was technically impressive, but little more than a gimmick in gameplay terms). The Commodore 64 version doesn't cut it at all. On reading the instructions you find the title's been spelt three different ways, which sets you up for the sloppy quality of the game. The scaling's gone, the sprites have shrunk in the wash, and as for the animation... the fighters move like *Thunderbirds* puppets with stiff joints!

Pit-fighter's a dog of a game. Poor graphics, jerky animation and lack of any real excitement make it one to avoid.





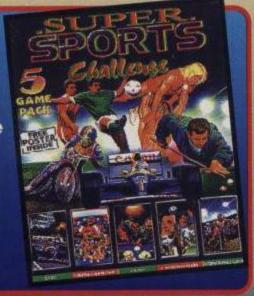
good wrestling game, a not-so-good thumper and a *Double Dragon* clone that's absolutely awful... so why is the overall mark so low? Simple — this compilation's too bloomin' expensive! At fifteen quid a throw you're paying a fiver a game, which is ridiculous when *Pit-Fighter*'s out on budget, *WWF*'s due any minute and no one cares about *Final Fight* anyway. Take a tip — save your money.



■ C-FORCE No.5 ■ MAY 1993

56 GOLLINES

School PE lessons were never like this... Ripping around the playground in Formula 1 cars? No-holds-barred wrestling behind the bike sheds? Bunking off down the boozer for a game of Pool? CHRIS 'SICK NOTE' HAYWARD dons a pair of short trousers and re-lives his childhood...



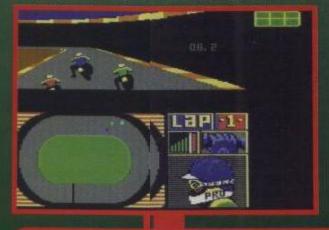
CUE BOY



here are two first-time releases in this compilation, *Cue Boy* being one of them. The sport in question is Pool, and you're a hot-shot boy with, erm... a cue. The baize table covers most of the screen, with a few selection icons across the top.

O CodeMasiers, £12,99

nyone remembber Sport Billy, that odd cartoon character from several years ago? He'd be surprised by the sports of today. Wrestling, Pool I and Speedway never seemed to feature in his atrocious animations, let alone the tactical skillss of football management. He might be impresseed with this five-game bumper pack though, sso let's investigate...



SLICKS



he ultimate goal of any helmet-clad motor freak is to win the Grand Prix, one of the most famous and dangerous circuit competitions around. Slicks captures all the thrills and spills of the contest, pitting you against several top racers over six international tracks. You have a bird's-eye

view of each circuit, with the track scrolling in four directions to follow your car. Before each race you have a practice lap, determining your grid position and helping you to familiarise yourself with the twisting bends before competing.

Formula One cars are highly powerful, but when you start you're seated in a Benetton, and their cars are as bad as their adverts (perhaps it's the one that caught fire — Dep Ed). To improve yourself, you can challenge another driver before each race — finish ahead of him (or her) and you swap cars.

The two player head-to-head contest also adds depth and lastability. The scrolling follows the car in front, so the aim of the game is to scrolline other car off the playing area. He then loses a light from his status screen, which is given to the other player. Knock out all his lights and you've won!

Slicks is a classic. Single-player competitions are really tense. Going all-out to update your spluttering Benetton is a real challenge, and defeating a top-class driver is highly satisfying. The head-to-head

works really well too, and the smooth scrolling combined with lively pace make it a spin to delight all boy-or-girl racers.

90%

INTERNATIONAL SPEEDWAY



here are several ways to get covered in mud. You could wrestle with Martika in a vat of Pursian soil (a particular favourite of mine), dig out the dirt between Milo's ears (one to avoid) or rip 'round an earthy track on a motorbike with no brakes.

Funnily enough

there's not a hint of mud in *International*Speedway, even tough it's a simulation of awesome proportions — at least that's what the packaging proclaims.

In this, the compilation's other new release, you must climb through the ranks and become the top bike buff. The main screen display shows the track in a second-person 3D perspective, with an overhead view of the track showing the position of your opponents in the lower half. The bike sprites are excellently animated and work well with the fast-scrolling track, though something has to be sacrificed for speed — the background scenery's nothing

but a huge emptiness.

For the life of me I can't see why a few different tracks weren't included. Okay, so all speedway courses are the same, but riding around in endless circles is hardly edge-of-your-seat stuff. Later races are very hard to complete

endless circles is hardly edge-of-your-seat stuff. Later races are very hard to complete owing to the unfeasible difficulty level — staying on the track is hard enough, let alone overtaking a fellow biker, and a two-player version (in my book, a must for any sports game) could easily have been included with just a smidgen more work.

Initially fun, but the steep difficulty curve and samey tracks take even hard-core bike fans to the limits of their endurance.



CONTINUES

These include strength of shot, positioning of the cue ball and an ext option. Shots are played by moving a ctrsor around the table, the ball being aimed straight towards it. Hardly comprehensive, but do limited options always kill off a would-be winner? Maybe not, but don't expect an 8-bit version of *Jimmy White's* because depth is one element you won't find.

The humour brings a smile to your face even when it's not supposed to. The referee's cursed with an immense nose, and if you foul he charges onto the screen waving his arms and burbling speech — it sounds pathetic, but I was in hysterics. Another rib-tickler occurs when playing the computer. A little chappie runs across the table and stands over the pocket the computer's aiming for.

Truly bizarre and exceptionally pointless, but a laugh nonetheless.

Cue Boy's easy to get into, but this is due to its limited options. For example, every Pool and Billiards sim should have is a 'line of shot' icon where an imaginary line radiates from your cue ball, showing exactly where it'll go and enabling varied plays (off the cushion rebounds, etc). Cue Ball's more of hit-and-hoper.

Because of the slack user involvement, Pool fans will find it mildly playable at first but become all too aware of the monotony which follows.





WRES;TLING SUPERSTARS



eviewed on budget a couple of issues back, this simulation of the brutish theatrical brawl didn't fare too well. The moves and grappling techniques could be more complex — in fact they're so sparse they're hardly any use at all. You spend most

of the time frantically lly waggling the joystick, only to be picked up, p, flung to the canvas and pinned. Some rewardard!

The absence of a ta two-player fight (odd for a beat-'em-up), limited ad moves and an arduously steep difficificulty

curve make this one he to avoid
— you're hard pushedhed to find
anything remotely intenteresting.

34%

FIRST DIVISION MANAGE



ife isn't fair. If a soccer team wins the papers are full of praise for their star players, but if they get thrashed it's the manager who carries the can. Is it in the way he organises his squad, or the lack of money lining his brown coat?

Whatever the reasons for failure or success, it's he

who makes the decisions that's held responsible.

Becoming a manager is a weighty challenge, and if you think you're up to it then First Division Manager provides a simple introduction to the world of footy management — but note the word 'simple'. The match highlights are well displayed, but managerial manipulation is very basic. The information on each player is kept to a minimum, and during matches you can't change your orders! This is



fine when all's well, but being unable to give the team new advice when you're four goals down is extremely disheartening.

By no means as bad as some managerial romps, but hardly Premier League material.



CONCLUSIO

bit of a mixed bag, with Slicks being leader of the pack and the only one any long-term lastability. Seeing as available on budget, think carefully before splashing out. And Sport Billy? He returned Olympus, disappointed with a Sports Challe that wasn't quite challenging enough.



C-FORCE No.5 MAY 15

KENTUCKY RACING ow here's a weird one. Based on the fairground interpretation of the sport of kings, Kentucky Racing has you rolling a wooden ball up a slope peppered with holes, the aim being to sink it as high up the board as possible. Your horse then moves forward a number of spaces, depending on where your ball fell. Joystick controls are fairly friendly, and one or two-

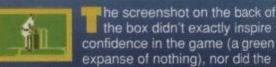
With only two players (and a third CPU-controlled horse), the game GOOD HEADWAY FRO

inevitably loses some of the nail-biting atmosphere of the 'arcade' version, but the frustration felt while waiting for your ball to return is accurately reproduced. Despite its somewhat limited appeal, its only real fault is that the horses look identical, making i difficult to tell where vou are.Not bad for a quick play though.

Alternative, £3.99 Cassette

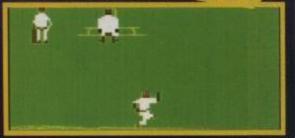
It's four-midable... It's four-tuitous... it's - Four **Most Super Sports! But will** you play it four-ever, or is it best four-gotten? IAN **'COMMODORE FOUR-CE' OSBORNE** investigates...

Iternative's 4-Most range has been a little quiet lately. Can't think why. Everyone loves a compilation, and some of their four-game packs were pretty good value. Still, they're back now, but with a bang or a whimper?



signature tune (On Hilkley Moor 'Tha' Tat -Yorkshire stereotyping, no doubt), but only when you get into the game proper do you realise what a disaster it actually is. Huge, blocky sprites body-pop their way across a featureless field, the perspective keeps changing so you can hardly keep track of what's happening, and the update is slower than Steve's Skoda

with Miles and Chris pushing it! Truly a never-load-again.



player games are catered for.

insult to the genre.

on't get me wrong. I LOVE Super Sprint clones, but this effort's an

Played on a single screen, you pelt your tiny car round the track using the usual 'accelerate and rotate' method. There's a host of options on offer (accessed through pull-down menus), and even a track editor to design your own courses.

When you get round to actually playing the game you soon wish you hadn't - the cars toddle along at a steady crawl, they bounce of the track-side walls as if they were made of rubber and the courses are far too complicated, making the game tedious instead of frantic.

mm, not bad - not bad at all! Opting for the one-onone approach allowed the programmers to cram in some lovely sprites and animation that wouldn't have been possible in a

team game, even on a scrolling court. The usual basketball tactics are well supported, such as slam-dunking, shielding the ball from your opponent, long throws, etc.



It takes a while to get used to the control system, and in one-player mode the computer-bod plays like Michael Jordan even on beginner level. Best pick a two-player game and play it by yourself until you've got the hang of it!

Like real basketball, the rules are blindingly

incomprehensible and they're not printed on the inlay either. Even so, this is still the best game on the compilation.



US Basket Master's the only good game, with Kentucky Racing a worthy filler and the others to poor to mention, so I won't mention 'em. You won feel too ripped off if you buy the compilation for Basket Master alone, but don't expect any long-ti enjoyment from the rest of the pack





COMMODORE



wanted to do that. No, you didn't want to do it like that... you want to do it like this, see? Criticism, eh? Well, we can take it! In fact, we at COMMODORE FORCE positively encourage constructive

comments and suggestions on how, exactly, we should be doing things. To make this a little easier, here's a simple reader survey (for simple readers?). If you would be so kind as to fill it out and mail it off to



fell us how you came to be filling out this **questionnaire**

(1)	How	did	you	first	hear	about
	MMO		China Maria	-		

Saw it advertised in another magazine 6002 Heard about it on radio

6003 Saw it on TV

Saw it in newsagents 6004

6005 Friend told me about it

6006 Some other way (please write in)

(2) How often do you buy COMMODORE FORCE?

6007 Every issue

6008 Every other issue

Less often

6010 This is the first time

(3) Are you likely to buy the next issue of COMMODORE FORCE?

Very likely

6012 Quite likely

6013 Not very likely

6014 No chance

(4) How did you get this copy of **COMMODORE FORCE?**

I have it on subscription

6016 It was delivered to my house by the

the address printed at the end, the chances of getting a better mag for your money will be greatly increased. Oh, and by the way, free

subscriptions to COMMODORE FORCE will be awarded to the first ten surveys drawn from the bag on 18 April...

local newsagent.

The newsagent keeps it for me 6017 behind the counter

6018 I saw it in a shop and bought it on

impulse 6019 I went into the newsagent specifically

to buy it

6020 I didn't buy it — it was given to me

6021 Some other way (please specify)

(5) How often do you visit your newsagents to buy or check out magazines?

6022 Every day

A couple of times a week

6023 6024 About once a week

6025 About once a fortnight

About once a month 6026

6027 □ Less often than once a month

(6) What do you do with any back issues of COMMODORE FORCE you

have? 6028 Chuck them out

6029 Keep them in case I need them for

......

info later

6030 Loan them to a mate to read

6031 Other (please specify)

COMMODORI COMMODORI

Your chance to put Steve to shame or pat me on the back!

(7) Overall, how much would you say you like COMMODORE FORCE?

6032 Like it loads

6033 T's OK I suppose!

6034 ☐ Don't like it much 6035 ☐ It stinks!

6036 I've never given it much thought!

(8) What do you like best in **COMMODORE FORCE?** (please write

......

(9) What do you hate most about **COMMODORE FORCE?** (please write

.....

(10) Turn to the cover of this very issue and tell us if you....

6037 Like it a lot

6038
Quite like it

6039 Don't like it

6040 ☐ Hate it!

6041 ☐ I've never given it much thought!

(11) We asked the people the cover. Below we have most agree with!	put some	of their o	ommer	its. T	ce what they t	thought of ne you	C: I	BOUT	YOU
	Agree	Disagree		ther	(Ten		2	When	we
■ The cover is eye- catchng ■ It makes the mag look	6042 G 6045 G	6043 6046	6047		(- J	Lul Ca	3	get no	sey
value for money ■ It gives a good idea of what's inside this	6048 🗆	6049 🗆	6050	0 🗆		150	Us	you'd watch	CONTRACTOR OF THE PARTY OF THE
COMMODORE FORCE It makes me want to look inside	6051 🗆	6052 🗆	605	3 🗆	(and and			(do not reply 'yes	please')
	6054 🗆	6055 🗆	605	6 🗆			6153 □ M 6154 □ F		
	6057	6058	605				0104	emale	
	6060 🗆	6061 🗆	606			00		(please write in)	
(12) Below we have listed	d the sort	of things	vou are	likely	v to find in CON	MMODORE		long have you ha	d your
FORCE every month. We	want to kr	now if you	think v	ve've	got the right le	evel of	Commod		
coverage — so tick the b	ox closest	t to your o	pinion					years	
corolage so lien lile s	Too	About	Too		Don't			.months	
	Much	Right	Litt	le	Know		(00) 10	Think and of Comm	adore le
		6064 🗆	606	5	6066 🗆			hich sort of Comn	lodore is
■ Lead Review (Rave Review)		6068 🗆		9 🗆	6070 🗆	STATE OF THE PARTY	it?	CEA .	
■ Covertapes	6071 🗆	6072 🗆		3 🗆	6074 🗆		6155 🗆 0		
■ Previews (Whatever next?)	6075 🗆	6076		7 🗆	6078 🗆		6157		
■ Reviews	6079 🗆	6080 🗆		1 🗆	6082 🗆		6157	7120	
■ Features (Cutsies,	6083 🗆	6084 🗆	608	5	6086 🗆		b. D	o you own a disk	drive?
Shoot-'Em-ups, etc)	CONTRACTOR OF THE PARTY OF THE	100000			0000		6158		
■ Competitions	6087	6088		9 🗆	6090 🗆		6159		
Posters	6091	6092		3 🗆	6094 🗆				
Letters (Mangram's Mailbag		6096		7 -	6098		Do	you plan to get on	e?
line (lineter)	6099	6100 🗆		11 🗆	0102		6160		
■ Tips (Tipster)	110000000000000000000000000000000000000			E	6106				
■ Big Breakfast Column	6103 🗆	6104		5 🗆	6106 🗆		6161 🗆 1	No	
■ Big Breakfast Column ■ PD File (Public Sector)	6103 ☐ 6107 ☐	6108 🗆	610	9 🗆	6110 🗆		THE RESIDENCE OF THE PARTY OF T	No	
■ Big Breakfast Column ■ PD File (Public Sector) ■ Adventures	6103 🗆		610				6161 🗆 l	you plan to buy an	
■ Big Breakfast Column ■ PD File (Public Sector) ■ Adventures (Bash Yer Brains)	6103	6108 6112	610 611	9 🗆	6110 □ 6114 □		6161 🗆 1	you plan to buy an er in the next year	
■ Big Breakfast Column ■ PD File (Public Sector) ■ Adventures (Bash Yer Brains) ■ Technical Help	6103 ☐ 6107 ☐	6108 🗆	610 611	9 🗆	6110 🗆		6161 Do compute 6162 D	you plan to buy an er in the next year Yes	
■ Big Breakfast Column ■ PD File (Public Sector) ■ Adventures (Bash Yer Brains)	6103	6108 6112	610 611	9 🗆	6110 ☐ 6114 ☐		6161	you plan to buy an er in the next year Yes No	
■ Big Breakfast Column ■ PD File (Public Sector) ■ Adventures (Bash Yer Brains) ■ Technical Help (Brian Strain)	6103	6108	610 611 611	9 3 7 1	6110 ☐ 6114 ☐ 6118 ☐	MMODORE	(24) Do s compute 6162 (1) 6163 (1)	you plan to buy an er in the next year Yes No 'ES, which one?	?
■ Big Breakfast Column ■ PD File (Public Sector) ■ Adventures (Bash Yer Brains) ■ Technical Help (Brian Strain) (13) In percentage terms	6103	6108 6112 6116 (I	610 611 611 6) Why i	9 3 7 1	6110 ☐ 6114 ☐	MMODORE	(24) Do s compute 6162 (1) 6163 (1)	you plan to buy an er in the next year Yes No	?
■ Big Breakfast Column ■ PD File (Public Sector) ■ Adventures (Bash Yer Brains) ■ Technical Help (Brian Strain) (13) In percentage terms overall mark would you experience.	6103	6108 6112 6116 (I	610 611 611	9 3 7 1	6110 ☐ 6114 ☐ 6118 ☐	MMODORE	(24) Do (compute 6162 1) 6163 1 If Y	you plan to buy an er in the next year Yes No 'ES, which one? (wr	? ite in)
■ Big Breakfast Column ■ PD File (Public Sector) ■ Adventures (Bash Yer Brains) ■ Technical Help (Brian Strain) (13) In percentage terms overall mark would you a average game to be near	6103	6108 6112 6116 (I	610 611 611 6) Why i	9 3 7 1	6110 ☐ 6114 ☐ 6118 ☐	MMODORE	(24) Do y compute 6162 16163 1f Y	you plan to buy an er in the next year Yes No YES, which one? (wr	? ite in)
■ Big Breakfast Column ■ PD File (Public Sector) ■ Adventures (Bash Yer Brains) ■ Technical Help (Brian Strain) (13) In percentage terms overall mark would you average game to be neaded 119 ☐ Below 50%	6103	6108 6112 6116 (I	610 611 611 6) Why i	9 3 7 1	6110 ☐ 6114 ☐ 6118 ☐	MMODORE	(24) Do y compute 6162 16163 1f Y	you plan to buy an er in the next year Yes No 'ES, which one? (wr	? ite in)
■ Big Breakfast Column ■ PD File (Public Sector) ■ Adventures (Bash Yer Brains) ■ Technical Help (Brian Strain) (13) In percentage terms overall mark would you a average game to be nead 6119 □ Below 50% 6120 □ 50%	6103	6108 6112 6116 (I	610 611 611 611 b) Why i	9	6110 ☐ 6114 ☐ 6118 ☐		(24) Do s compute 6162 (2) 6163 (1) If Y	you plan to buy and rein the next year yes No 'ES, which one?	? ite in) name and
■ Big Breakfast Column ■ PD File (Public Sector) ■ Adventures (Bash Yer Brains) ■ Technical Help (Brian Strain) (13) In percentage terms overall mark would you average game to be nead 6119 □ Below 50% 6120 □ 50% 6121 □ 60%	6103	6108 6112 6116 (I	610 611 611 6) Why i	9	6110		(24) Do s compute 6162 1 6163 1 If Y	you plan to buy and are in the next year yes No 'ES, which one? (wrong asserte your full here (NEATLY!)	? ite in) name and
■ Big Breakfast Column ■ PD File (Public Sector) ■ Adventures (Bash Yer Brains) ■ Technical Help (Brian Strain) (13) In percentage terms overall mark would you a average game to be nead 6119 □ Below 50% 6120 □ 50%	6103	6108 6112 6116 61	610 611 611 6) Why i	9 3 3 3 47 4 5 5 14 b	6110 6114 6118		(24) Do y compute 6162 1 16163 1 If Y	you plan to buy and rein the next year yes No 'ES, which one?	? ite in) name and
■ Big Breakfast Column ■ PD File (Public Sector) ■ Adventures (Bash Yer Brains) ■ Technical Help (Brian Strain) (13) In percentage terms overall mark would you a average game to be nead 6119 □ Below 50% 6120 □ 50% 6121 □ 60% 6122 □ 70% 6123 □ 80% 6124 □ 90%	6103	6108	610 611 611 6) Why i ORCE?	9 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3	6110 ☐ 6114 ☐ 6118 ☐ 61		(24) Do y compute 6162 16163 1f Y	you plan to buy and an in the next year yes No 'ES, which one?	? ite in) name and
■ Big Breakfast Column ■ PD File (Public Sector) ■ Adventures (Bash Yer Brains) ■ Technical Help (Brian Strain) (13) In percentage terms overall mark would would average game to be nead 6119 □ Below 50% 6120 □ 50% 6121 □ 60% 6122 □ 70% 6123 □ 80%	6103	6108	610 611 611 6) Why is CORCE?	9 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3	6110 6114 6118		(24) Do y compute 6162 16163 1f Y	you plan to buy and rein the next year Yes No 'ES, which one?	? ite in) name and
■ Big Breakfast Column ■ PD File (Public Sector) ■ Adventures (Bash Yer Brains) ■ Technical Help (Brian Strain) (13) In percentage terms overall mark would you average game to be nead 6119 □ Below 50% 6120 □ 50% 6121 □ 60% 6122 □ 70% 6123 □ 80% 6124 □ 90% 6125 □ 100% (!)	6103	6108	610 611 611 6) Why is corce?	9 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3	6110 6114 6118		(24) Do y compute 6162 16163 1f Y	you plan to buy and an in the next year yes No 'ES, which one?	? ite in) name and
■ Big Breakfast Column ■ PD File (Public Sector) ■ Adventures (Bash Yer Brains) ■ Technical Help (Brian Strain) (13) In percentage terms overall mark would you average game to be nead 6119 □ Below 50% 6120 □ 50% 6121 □ 60% 6122 □ 70% 6123 □ 80% 6124 □ 90% 6125 □ 100% (!) (14) If you have seen/be	6103 6107 6117 6115 61	6108	610 611 611 611 6) Why is CORCE?	3 a a a a a a a a a a a a a a a a a a a	6110 6114 6118		(24) Do y compute 6162 16163 1f Y	you plan to buy and rein the next year Yes No 'ES, which one?	? ite in) name and
■ Big Breakfast Column ■ PD File (Public Sector) ■ Adventures (Bash Yer Brains) ■ Technical Help (Brian Strain) (13) In percentage terms overall mark would you average game to be nead 6119 □ Below 50% 6120 □ 50% 6121 □ 60% 6122 □ 70% 6123 □ 80% 6124 □ 90% 6125 □ 100% (!) (14) If you have seen/bethe games reviewed! in 6	6103 6107 6117 6115 61	6108	610 611 611 611 6) Why i ORCE?	o's you porter to be seen of the seen of t	6110 6114 6118		(24) Do gompute 6162	you plan to buy and the in the next year yes No (ES, which one? (Wrase write your full there (NEATLY!)	ite in) name and
■ Big Breakfast Column ■ PD File (Public Sector) ■ Adventures (Bash Yer Brains) ■ Technical Help (Brian Strain) (13) In percentage terms overall mark would you a average game to be nead 6119 □ Below 50% 6120 □ 50% 6121 □ 60% 6122 □ 70% 6123 □ 80% 6124 □ 90% 6125 □ 100% (!) (14) If you have seen/bethe games reviewed! in G FORCE, how does our re	6103 6107 6117 6115 61	6108	610 611 611 611 6) Why i ORCE? 17) Who COMMO 134 135 136 137 138 139 140	o's your christ Miles (Bash Remi Brian Standard Remi Brian Standar	6110 6114 6118		(24) Do y compute 6162	you plan to buy and an in the next year yes No 'ES, which one? (wrong ase write your full here (NEATLY!)	ite in) name and
■ Big Breakfast Column ■ PD File (Public Sector) ■ Adventures (Bash Yer Brains) ■ Technical Help (Brian Strain) (13) In percentage terms overall mark would you average game to be nead 6119 □ Below 50% 6120 □ 50% 6121 □ 60% 6122 □ 70% 6123 □ 80% 6124 □ 90% 6125 □ 100% (!) (14) If you have seen/bethe games reviewedl in Gronce, how does our rewith your opinion of the	6103 6107 6111 6115 61	6108	610 611 611 611 6) Why i ORCE?	o's your christ Miles (Bash Remi Brian Standard Remi Brian Standar	6110 6114 6118		(24) Do y compute 6162	you plan to buy and rein the next year yes No (ES, which one? (wromase write your full here (NEATLY!)	ite in) name and
Big Breakfast Column PD File (Public Sector) Adventures (Bash Yer Brains) Technical Help (Brian Strain) (13) In percentage terms overall mark would you a average game to be nead 6119 Below 50% 6120 50% 6121 60% 6122 70% 6123 80% 6124 90% 6125 100% (!) (14) If you have seen/b the games reviewed! in C FORCE, how does our re with your opinion of the 6126 COMMODORE FO	6103 6107 6111 6115 61	6108 6112 6116 61	610 611 611 611 6) Why i ORCE? 17) Who COMMO! 134 135 136 137 138 139 1340 1341 1361	o's you be lan Os Chris I Miles (Bash Remi Brian Ben th	6110 6114 6118	riter on	(24) Do y compute 6162	you plan to buy and an in the next year yes No 'ES, which one? (wrong ase write your full here (NEATLY!)	ite in) name and
Big Breakfast Column PD File (Public Sector) Adventures (Bash Yer Brains) Technical Help (Brian Strain) (13) In percentage terms overall mark would you a average game to be nead 6119 Below 50% 6120 50% 6121 60% 6122 70% 6123 80% 6124 90% 6125 100% (!) (14) If you have seen/bethe games reviewed! in G FORCE, how does our rewith your opinion of the 6126 COMMODORE FO 6127 COMMODORE FO	6103 6107 6111 6115 61	6108 6112 6116 61	610 611 611 611 6) Why i ORCE?	s it b 's yo O'S yo O'S yo O'S Han OS Chris I Miles I Bash Remi I Brian Ben th	6110 6114 6118	riter on	(24) Do y compute 6162	you plan to buy and rein the next year yes No 'ES, which one? (wrong the rein the your full here (NEATLY!) yasn't so difficulty to the rein the year to the year year year year year year year yea	ite in) name and ult now, ten free for grab
Big Breakfast Column PD File (Public Sector) Adventures (Bash Yer Brains) Technical Help (Brian Strain) (13) In percentage terms overall mark would you average game to be nead 6119 Below 50% 6120 50% 6121 60% 6122 70% 6123 80% 6124 90% 6125 100% (!) (14) If you have seen/bethe games reviewed in CFORCE, how does our rewith your opinion of the 6126 COMMODORE FO impression it was be	6103 6107 6111 6115 61	6108 6112 6116 61	610 611 611 611 6) Why is once? (COMMO) 134 135 136 137 138 139 1340 1341	3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3	6110 G 6114 G 6118 G 61	riter on	(24) Do gompute 6162	you plan to buy and rein the next year yes No 'ES, which one? (wromase write your full here (NEATLY!) you plan to buy and rein the next year year your full here (NEATLY!) you plan to buy and year year year year year year year year	ite in) name and ult now, ten free for grabs
Big Breakfast Column PD File (Public Sector) Adventures (Bash Yer Brains) Technical Help (Brian Strain) (13) In percentage terms overall mark would you average game to be nead 6119 Below 50% 6120 50% 6121 60% 6122 70% 6123 80% 6124 90% 6125 100% (!) (14) If you have seen/bethe games reviewed in CFORCE, how does our rewith your opinion of the 6126 COMMODORE FO impression it was b 6128 COMMODORE FO	6103 6107 6111 6115 61	6108 6112 6116 6116 66	610 611 611 611 6) Why i ORCE?	o's your borner of the state of	6110 6114 6118	riter on	(24) Do y compute 6162	you plan to buy and re in the next year Yes No YES, which one? ase write your full there (NEATLY!) yasn't so difficulty and the county and the county are up ou don't even all already substitutions are up and all already substitutions are up and all already substitutions are up already substitutions are up all already substitutions are up already already substitutions are up already substitutions are up already	ite in) name and ult now, ten free for grabs need a cribed?
Big Breakfast Column PD File (Public Sector) Adventures (Bash Yer Brains) Technical Help (Brian Strain) (13) In percentage terms overall mark would you average game to be nead 6119 Below 50% 6120 50% 6121 60% 6122 70% 6123 80% 6124 90% 6125 100% (!) (14) If you have seen/bethe games reviewed in CFORCE, how does our rewith your opinion of the 6126 COMMODORE FO impression it was b 6128 COMMODORE FO as much as I ddo!	6103 6107 6111 6115 61	6108 6112 6116 61	610 611 611 611 611 611 611 611 6136 136 137 138 139 138 140 141	o's your control of the state o	6110 6114 6118	riter on	(24) Do y compute 6162	you plan to buy and re in the next year yes No 'ES, which one? (wromase write your full here (NEATLY!) you plan to buy and re wasn't so difficulty are up ou don't even all leady subset of the ready subset	ite in) name and ult now, ten free for grabs need a cribed? if you're
Big Breakfast Column PD File (Public Sector) Adventures (Bash Yer Brains) Technical Help (Brian Strain) (13) In percentage terms overall mark would you average game to be nead 6119 Below 50% 6120 50% 6121 60% 6122 70% 6123 80% 6124 90% 6125 100% (!) (14) If you have seen/bethe games reviewed in CFORCE, how does our rewith your opinion of the 6126 COMMODORE FO impression it was b 6128 COMMODORE FO	6103 6107 6111 6115 61	6108 6112 6116 61	610 611 611 611 611 6) Why i FORCE?	o's your port of the state of t	6110 6114 6118	riter on	(24) Do gompute 6162 16163 16164	you plan to buy and rein the next year yes No (ES, which one? (wrote ase write your full there (NEATLY!) yasn't so difficulty and the county of the county	ite in) name and ult now, , ten free for grab: need a cribed? if you're 'll get a
Big Breakfast Column PD File (Public Sector) Adventures (Bash Yer Brains) Technical Help (Brian Strain) (13) In percentage terms overall mark would you average game to be nead 6119 Below 50% 6120 50% 6121 60% 6122 70% 6123 80% 6124 90% 6125 100% (!) (14) If you have seen/bethe games reviewed! in CFORCE, how does our rewith your opinion of the 6126 COMMODORE FO 6127 COMMODORE FO 6127 COMMODORE FO 6128 COMMODORE FO as much as I ddo! 6129 I haven't boughtt/se	6103 6107 6111 6115 61	6108 6112 6116 61	610 611 611 611 611 6) Why i FORCE?	o's your port of the state of t	6110 G 6114 G 6118 G 61	riter on	(24) Do y compute 6162	you plan to buy and re in the next year yes No 'ES, which one? (wromase write your full here (NEATLY!) you plan to buy and re write your full here (NEATLY!) you as n't so difficulty and the re will here will here.	vite in) name and uit now, ten free for grabs need a cribed? if you're 'il get a sion to
Big Breakfast Column PD File (Public Sector) Adventures (Bash Yer Brains) Technical Help (Brian Strain) (13) In percentage terms overall mark would you a average game to be nead 6119 Below 50% 6120 50% 6121 60% 6122 70% 6123 80% 6124 90% 6125 100% (!) (14) If you have seen/bette games reviewed in COMMODOREE FO as much as I ddo! 6129 I haven't bought/se reviewed in COMMODOREE FO as much as I ddo! 6129 I haven't bought/se	6103 6107 6111 6115 61	6108 6112 6116 61	610 611 611 611 611 6) Why i FORCE?	o's your port of the state of t	6110 6114 6118	riter on	(24) Do y compute 6162	you plan to buy and rein the next year yes No (ES, which one? (wrote ase write your full there (NEATLY!) yasn't so difficulty and the county of the county	vite in) name and uit now, ten free for grabs need a cribed? if you're 'il get a sion to
Big Breakfast Column PD File (Public Sector) Adventures (Bash Yer Brains) Technical Help (Brian Strain) (13) In percentage terms overall mark would you a average game to be nead 6119 Below 50% 6120 50% 6121 60% 6122 70% 6123 80% 6124 90% 6125 100% (!) (14) If you have seen/be the games reviewed in C FORCE, how does our re with your opinion of the 6126 COMMODORE FO impression it was b 6128 COMMODORE FO as much as I ddo! 6129 I haven't bought/se reviewed in COMMODOREE FO (15) Who do you trusst me	6103 6107 6111 6115 61	6108 6112 6116 6116 6666 66	610 611 611 611 611 6) Why i ORCE? 136 138 138 138 139 134 141 6141 6142 6142 6143 6144 6145 6146	s it b 's you One Steve Ian Os Chris I Miles (Bash Remi Brian Brian Brian They (6110 G 6114 G 6118 G 61	ommodore	(24) Do gompute 6162 16163 16163 16164	you plan to buy and re in the next year yes No 'ES, which one? (wromase write your full here (NEATLY!) de wasn't so difficulty for the county of the county	ite in) name and ult now, , ten free for grabe need a scribed? if you're 'il get a sion to on't
Big Breakfast Column PD File (Public Sector) Adventures (Bash Yer Brains) Technical Help (Brian Strain) (13) In percentage terms overall mark would you a average game to be nead 6119 Below 50% 6120 50% 6121 60% 6122 70% 6123 80% 6124 90% 6125 100% (!) (14) If you have seen/bethe games reviewed in CFORCE, how does our rewith your opinion of the 6126 COMMODORE FO impression it was b 6128 COMMODORE FO as much as I ddo! 6129 I haven't bought/se reviewed in COMMODOREE FO as much as I ddo! 6129 I haven't bought/se reviewed in COMMODOREE FO as much as I ddo! 6129 I haven't bought/se reviewed in COMMODOREE FO as much as I ddo!	6103 6107 6111 6115 61	6108 6112 6116 6116 6666 66	610 611 611 611 611 611 611 611 611 611	o's you be steve lan Os Chris I Miles (Bash Remi Ben the steve They's They at do Other Other at do	6110 G 6114 G 6118 G 61	ommodore	(24) Do y compute 6162	you plan to buy and re in the next year yes No (ES, which one? (wrote ase write your full there (NEATLY!) you don't so difficately substituted and substitute	ite in) name and ult now, ten free for grabe need a cribed? if you're 'il get a sion to on't this
■ Big Breakfast Column ■ PD File (Public Sector) ■ Adventures (Bash Yer Brains) ■ Technical Help (Brian Strain) (13) In percentage terms overall mark would you average game to be nead 6119 □ Below 50% 6120 □ 50% 6121 □ 60% 6122 □ 70% 6123 □ 80% 6124 □ 90% 6125 □ 100% (!) (14) If you have seen/bethe games reviewed in CFORCE, how does our rewith your opinion of the 6126 □ COMMODOREE FO impression it was before as much as I ddo! 6129 □ I haven't bought/sereviewed in COMMODOREE FO as much as I ddo! 6129 □ I haven't bought/sereviewed in COMMODOREE FO as much as I ddo! 6130 □ Steve Shields	6103 6107 6111 6115 61	6108 6112 6116 6116 6666 66	610 611 611 611 611 6) Why is core? (17) Who common is c	s it b 's yo ORE Steve lan Os Chris I Miles (Bash Remi Brian Brian They The	6110 G 6114 G 6118 G 61	ommodore	(24) Do gompute 6162	you plan to buy and re in the next year yes No 'ES, which one? (wromase write your full here (NEATLY!) de wasn't so difficulty ou don't forget iptions are up ou don't even all Already subsetting winner, you e-month extensibscription. Do mail today at ess: COMMODO	ite in) name and ult now, ten free for grabs need a cribed? if you're 'Il get a sion to on't this RE FORCE
■ Big Breakfast Column ■ PD File (Public Sector) ■ Adventures (Bash Yer Brains) ■ Technical Help (Brian Strain) (13) In percentage terms overall mark would you a average game to be nead 6119 □ Below 50% 6120 □ 50% 6121 □ 60% 6122 □ 70% 6123 □ 80% 6124 □ 90% 6125 □ 100% (!) (14) If you have seen/bette games reviewed in CFORCE, how does our rewith your opinion of the 6126 □ COMMODORE FO impression it was b 6128 □ COMMODORE FO as much as I ddo! 6129 □ I haven't bought/sereviewed in COMMODORE FO as much as I ddo! 6129 □ I haven't bought/sereviewed in COMMODORE FO as much as I ddo! 6129 □ I haven't bought/sereviewed in COMMODORE FO as much as I ddo! 6129 □ I haven't bought/sereviewed in COMMODORE FO as much as I ddo! 6130 □ Steve Shields 6131 □ lan Osborne	6103 6107 6111 6115 61	6108 6112 6116 666	610 611 611 611 611 611 611 611 611 611	s it b 's your steve lan Os Chris I Miles I Bash Remi I Brian I Ben the steve I They	6110 G 6114 G 6118 G 61	ommodore	(24) Do gompute 6162 6163 If Y 6163	you plan to buy and re in the next year yes No (ES, which one? (wrote ase write your full there (NEATLY!) yasn't so difficulty and the county of the county	ite in) name and ult now, , ten free for grabs need a cribed? if you're 'll get a sion to on't this RE FORCE
Big Breakfast Column PD File (Public Sector) Adventures (Bash Yer Brains) Technical Help (Brian Strain) (13) In percentage terms overall mark would you average game to be nead 6119 Below 50% 6120 50% 6121 60% 6122 70% 6123 80% 6124 90% 6125 100% (!) (14) If you have seen/bethe games reviewed in Common of the Games reviewed in Common of Games revi	6103 6107 6111 6115 61	6108 6112 6116 666	610 611 611 611 611 611 611 611 611 611	s it b 's you o's you o's you or and one of the serve of the serv	6110 G 6114 G 6118 G 61	ommodore	(24) Do gompute 6162	you plan to buy and re in the next year yes No 'ES, which one? (wromase write your full here (NEATLY!) It wasn't so difficultions are up ou don't even all leady subset ou don't even all winner, you e-month extensibility winner, you e-month ext	ite in) name and ult now, ten free for grabs need a cribed? if you're 'll get a sion to on't this RE FORCE IMPACT,
■ Big Breakfast Column ■ PD File (Public Sector) ■ Adventures (Bash Yer Brains) ■ Technical Help (Brian Strain) (13) In percentage terms overall mark would you a average game to be nead 6119 □ Below 50% 6120 □ 50% 6121 □ 60% 6122 □ 70% 6123 □ 80% 6124 □ 90% 6125 □ 100% (!) (14) If you have seen/bette games reviewed in CFORCE, how does our rewith your opinion of the 6126 □ COMMODORE FO impression it was b 6128 □ COMMODORE FO as much as I ddo! 6129 □ I haven't bought/sereviewed in COMMODORE FO as much as I ddo! 6129 □ I haven't bought/sereviewed in COMMODORE FO as much as I ddo! 6129 □ I haven't bought/sereviewed in COMMODORE FO as much as I ddo! 6129 □ I haven't bought/sereviewed in COMMODORE FO as much as I ddo! 6130 □ Steve Shields 6131 □ lan Osborne	6103 6107 6111 6115 61	6108 G 6112 G 6116 G 66 66 66 66 66 66 66 66 66 66 66 66 66	610 611 611 611 611 611 611 611 611 611	s it b 's you o's you or selection or	6110 G 6114 G 6118 G 61	ommodore ne game	(24) Do gompute 6162	you plan to buy and re in the next year yes No (ES, which one? (wrote ase write your full there (NEATLY!) yasn't so difficulty and the county of the county	ite in) name and ult now, ten free for grabs need a cribed? if you're 'll get a sion to on't this RE FORCE IMPACT,
Big Breakfast Column PD File (Public Sector) Adventures (Bash Yer Brains) Technical Help (Brian Strain) (13) In percentage terms overall mark would you average game to be nead 6119	6103 6107 6111 6115 61	6108 G 6112 G 6116 G 66 66 66 67 68 68 68 68 68 68 68 68 68 68 68 68 68	610 611 611 611 611 611 611 611 611 611	s it b 's you O's y	6110 G 6114 G 6118 G 61	ommodore ne game seful n't use them)	(24) Do compute 6162	you plan to buy and re in the next year yes No (ES, which one? (wrote ase write your full here (NEATLY!) you plan to buy and yes write your full here (NEATLY!) you ase write your full here (NEATLY!) you don't forget iptions are up ou don't even ye wise — ye winner, you e-month extensibility winner, you e-month extensibility winner, you ess: COMMODO (EY, EUROPRESSO) PSHIRE SY8 11	ite in) name and ult now, , ten free for grab: need a cribed? if you're 'il get a sion to on't this RE FORCE IMPACT, BR. Then
Big Breakfast Column PD File (Public Sector) Adventures (Bash Yer Brains) Technical Help (Brian Strain) (13) In percentage terms overall mark would you average game to be nead 6119	6103 6107 6111 6115 61	6108 6112 6116 666	610 611 611 611 611 611 611 611 611 611	s it b 's you o's you or one Steve lan Os Chris I Miles I Bash Remi I Brian I Ben th at do scree They'r They They They They They I don't They	6110 G 6114 G 6118 G 61	ommodore ne game seful n't use them) space	(24) Do compute 6162 6163 If Y 6163	you plan to buy and per in the next year yes No (ES, which one? (wrote ase write your full there (NEATLY!) you plan to buy and yes write your full there (NEATLY!) you ase write your full there (NEATLY!) you don't even the later of the year yes wise wry wise wry wise wry winner, you seemonth extensives commonth extensives	ite in) name and ult now, ten free for grabe need a cribed? if you're 'il get a sion to on't this RE FORCE IMPACT, BR. Then
Big Breakfast Column PD File (Public Sector) Adventures (Bash Yer Brains) Technical Help (Brian Strain) (13) In percentage terms overall mark would you average game to be nead 6119	6103 6107 6111 6115 61	6108 6112 6116 666	610 611 611 611 611 611 611 611 6134 135 136 137 138 136 137 138 139 136 141 136 136 141 136 141 136 141 136 141 136 141 136	s it b 's your port of the state of the sta	6110 G 6114 G 6118 G 61	ommodore ne game seful n't use them) space	(24) Do compute 6162	you plan to buy and re in the next year yes No (ES, which one? (wrote ase write your full here (NEATLY!) you plan to buy and yes write your full here (NEATLY!) you ase write your full here (NEATLY!) you don't forget iptions are up ou don't even ye wise — ye winner, you e-month extensibility winner, you e-month extensibility winner, you ess: COMMODO (EY, EUROPRESSO) PSHIRE SY8 11	ite in) name and ult now, , ten free for grabe need a cribed? if you're 'll get a sion to on't this RE FORCE IMPACT, BR. Then d relax, ge that

your views and opinions are

being scrutinised.

......

All Prices inc VAT P&P Free in UK 379550 DIREC C64 CASSETTES Incredible Badlands Nemesis Skate Wars Cyberball Nightbreed Spy Who Loved Me Daley Thompson Super Test Stun Runner Paralax Teenage Mutant Turtles 2 Dragon Spirit Puffys Saga Driller Puzznic Vindicators Gemini Wing Robot Masters The Vindicator Salamander **Xybots** Any Five for £4. Unbelievable Robocop 3.....only £8.99 Prices!!!! Tokionly £8.99 Battle Commandonly £8.99 Navy Seals.....only £8.99 Shadow of the Beastonly £8.99 Chase HQ 2.....only £8.99 Buy Any Two and Choose One Free!!!! NAME **ADDRESS** CREDIT CARD NO: ITEM. CARD EXPIRY DATE:... SIGNATURE: ALL PRICES INC VAT TEL: 0908 379550 MAKE CHEQUES TOTAL..... PAYABLE TO: POSTCODE UNIT 3, CROSS KEYS SHOPPING MALL, ST NEOTS, CAMBRIDGESHIRE PE19 2AU

Public Domain Software

We have 1000's of programs for your C64/128, from serious applications to demos & games.

FREE CATALOGUE

To obtain yours, send an SAE or 2 First Class Stamps. Currently available for disk users only.

This compilation of 50 of the best PD games includes arcade games, sports sims, adventures, pinball etc, etc. Currently available on disk only.



50 GAMES ON DISK £12.99 post free



KINGSWAY COMPUTERS

VISA

(DEPT C64),72 GLENCOE ROAD, SHEFFIELD S2 2SR TEL: (0742) 750623

C64 TAPE LOADING PROBLEMS?

Have you ever purchased a game only to find it won't load! The most common reason for loading difficulties is caused by the tape head being out of alignment.

The AZIMUTH TAPE HEAD ALIGNMENT KIT, enables you to re-align your tape head simply and quickly. No technical skills are required. Step by step picture guide. Test and re-alignment may be carried out in minutes!

The kit contains:- AZIMUTH TAPE ALIGNMENT CASSETTE, SPECIAL AZIMUTH SCREWDRIVER PLUS FULL INSTRUCTIONS.

Alignment kits also available for Amstrad CPC 464, and Spectrum +2/+2A Computers. Please state which computer when ordering!

Price: £9.99 inc. Postage & packing and VAT
All orders sent by return. Cheque/Visa/Access
TRADING POST, Victoria Road,



TRADING POST, Victoria Road Shifnal, Shropshire, TF11 8AF Tel/Fax: (0952) 462135



STRATEGY

SPORTING NIEWS BASEBALL: It's statistically staggering, and it's incredible graphics and exciting life-like gameplay make it the ultimate in baseball simulation. You can control, play and manage your own big league team. Now, play ball C64 disk £14.95

MICROLEAGIUE BASEBALL II: Be the manager of Major League Players. Stats and strategy for the serious fan. Real players, true pierformance. You set up and change line ups, pick your spots for pinch hitters and relievers, decide when the players will steal, bunt or do a pitchout. For 1 or 2 managers. C64 disk £24.95

DRAGON WARS: The designers of the Bards Tale series and Wasteland pooled their talents to create the ultimate roleplaying fantasiy. They knew it had to be a first-rate story with sophisticated graphics. The result was Dragon Wars. Over 60 monsters and 65 spells. C64 disk £19.95

SILOH GRANIT'S TRIAL IN THE WEST: This superb simulation contains three games that are designed to challenge all Civil War Fans. Playing time: 10 to 15 hours. C64 disk £24.95

CLUE BOOKS: at £8.95 each: BUCK ROGERS, CHAMPIONS OF KRYNN, CHAOS STRIKES BACK, CURSE OF AZURE BONDS, DEATH KNIGHT OF KRYNN, DUNGEON MASTER, ELITE, ELVIRA I OR II, EYE OF THE BEHOLDER, GATEWAY SAVAGE FRONTIER, MIGHT & MAGIC I OR II, POOLS OF DARKNESS, POOL OF RADIANCE, ZAK McKRACKEN, INDIANA JONES ADV., SECRET OF SILVER BLADES, SECRETS OF MONKEY ISLAND, LEGEND OF KYRANDIA.

£9.95 each ULTIMA V, or VI., EYE OF THE BEHOLDER II, MONKEY ISIAND II

DARK QUEEN OF KRYNN, PROPHECY OF THE SHADOW, TREASURES OF SAVAGE FRONTIER, INDIANA JONES ADV 4.

Mail order only. Please allow 28 days for delivery please make cheques payable to CINTRONICS LTD.

Free post & packing within the UK. EUROPE add £2 per item. Rest of the world ,add £3 per item.

CINTRONICS LTD. 16 Connaught Street, London W2 2AG

BIST BIST OF THE PROPERTY OF T

Bash knows all about dragon slaying — he did get rid of whiplash after all! Perhaps he could give Corya some tips...

CORYA THE WARRIOR-SAGE — DRAGON

The Guild, £3.00 tape or disk.

n the holy mountain of
Tanel-An-Uthen stands the
citadel of the Ancient Ones,
where the lucky few are taught the
way of the Warrior-Sage. Seldom
do they venture forth into the
world of men, but this tale is
of one such priest — of
Corya the Warrior-Sage!
Corya spent many years
travelling within the realms of
Tannen, but seldom was he seen
unless the need was great.

The buildings of Ermahal were not unlike those of other small settlements in the land. Second only in size to the great hall was the village tavern, where many a merchant told of tales of terror as they sipped ale.

'I've heard there's a dragon in the mountains,' began one such yarn. 'It attacked Allarik on the western edge of the mountains.

The whole village was destroyed, it even took some of the villagers back to its nest for later!' Silence filled the tavern. Few saw a dragon and lived. As the Tavern-keeper locked up and settled down in front of the fire, a chilling scream cut the air. Racing outside, he was met with a

outside, he was met with a dreadful sight — pandemonium scourged the village. Buildings

were ablaze, lighting the midnight sky with a red glow. Everywhere villagers were running in no particular direction — all were trying to escape from something, but what?

The merchant who told the tale earlier clambered

past. Barley, the Tavern-keeper, grabbed his arm and shouted 'What's wrong?'

Doesn't it dragon?

'The dragon! It's here
the dragon that
attacked Allarick!' He
struggled free and flee
Turning once more
towards the village, Barle

reeled in horror — in the distance, silhouetted be the burning buildings, was the dragon. An inhuman cry screeched above the sounds of panic and Barley was rooted to the spot as the monster swept towards him. A second cry was last thing he heard as he was engulfed in a ball flame. Several times the dragon circled the villa and attacked before sweeping off into the night. Atop a small hill overlooking Ermahal, stood Corya. Seeing the devastation, he heard their prayers...

This is the dramatic setting for Tony Collins' latest adventure. Starting on the hill above the village, you descend to see what help you can offer. Lots of magic is needed right from the star as the people and creatures you meet are usua hostile.

Careful interaction is essential as most of the initial problems cannot be solved alone.

The first of the game's three parts is taken up by getting equipped for the journey and initial exploration within the vast forest. There's an exciting trip down the river in store, and you soo find yourself rescuing a poor soul who's been captured by nasty natives.

The second part's even more thrilling as you attempt the rescue and recover a stolen artifact. It's essential that you free the man a he provides essential information. After lots elegwork and exploration you reach a hidden underground city. The third part has you solving the many problems in the city itself, and struggling through icy passages until reaching the final dramatic encounter with th dragon.

To say this adventure is atmospheric would be an understatement! Detailed location descriptions and response messages carry yo ever onwards through one of the most absorbing adventures I've played in years. Clever pauses during interaction with other characters add stifurther to the tension.

Once again Fony's clever use of text proves you don't need graphics to enhance an adventure — just an imagination. This is the si that true adventures are made of, and excelled value for money.



■ C-FORCE No.5 ■ MAY 11993

ADVINUE!

BILL BERNERS

ollowing on from last month, here's a few more words of wisdom on how to tackle adventures.

Nearly all games have dark locations, so you'll probably need at light source. Not always though — in Infocom'ss Planetfall there were loads of dark locationss, and the only light source was in a room filled with deadly radiation. The answer was not to enter those useless dark locations.

Your source of lightt can take many shapes and forms, but it's usually a candle, a torch, matches or a lantern of some sort. Lanterns usually need oil. Whattever you come across, it's likely to grow dim and go out eventually — if you don't need it, TURN IT OFF!

If you find a dark location and have no light source, look for some oily rags and branches and make your own. I've seen some strange light sources in my time; fireflies, will-o'-the-wisps (to catch and put inside a miners helmet), and even an octopus (many hands make light work — groan). One final word about lamps — always rub them, there might be a genie inside!

Be careful how you move in dark locations.

Always save your position beforehand as it's extremely dangerous. You should be able to leave a dark area the way you entered, but try another direction and you could fall to your death.

You may find weapons lying around.
Remember, hacking down everything that moves is definitely NOT recommended! Sometimes the mere sight of a weapon is enough to scare off the baddies. The golden rule is don't attack unless threatned, that horrible Yeti might show you a secret exit at the back of his cave.

If you come across animals like bears and dogs, try feeding them — perhaps you have a smelly bone, or a pot of honey. Being animals they usually grab the food and slink off to eat elsewhere (or promptly fall asleep). Cats, dogs and other domestic creatures can be tamed or

stroked. If they back away in fear, perhaps you're holding something that frightens them. Trying to catch the pretty singing bird rarely produces results unless you're holding a

cage.

If there's a hook on the wall, there could be a rope or chain to tie to it. It's always best to pull on it first though, as the hook may snap. Ropes can be tied to all sorts of things, but try throwing them too. In *The Hobbit* and *Black Knight*, if you enter 'THROW ROPE ACROSS' on the river bank, it lands in a boat which you pull towards you.

Cracks and crevices must always be investigated. If it contains a small metal object that you can't reach, try poking it out or look for a magnet.

Finally, here's some hints on cheating the program into helping with problems; if you think you need a rope (for example) but aren't sure if the object exits, try 'DROP ROPE'. You could be told 'I don't understand the word "rope" which usually means there isn't one, but 'You aren't holding the rope' implies that it's there,... somewhere!

SACRED WRITES

rs Gregory of Blackpool has made it across the river in BLACK KNIGHT, but can't do anything with the cow. She thinks she has to milk it with the bucket and stool but can't find the right commands. Also, in ATALAN she's collected the treasures but doesn't know what to do next. If you feed the daisies (from the village green) to the cow, then the command MILK COW works wonders. In ATALAN, are you sure you've found all the treasures? When the last treasure's found, a rescue boat appears. Someone else stuck on ATALAN is Niall

CONTACT

• Please make cheques payable to Glenda Collins.

The Guild, 760 Tyburn Road, Erdington, Birmingham B24 9NX. Costigan of Sutton. At the altar under the waterfall, the help message reads 'When in Rome...' The author was rather cryptic here. When in Rome, do as the Romans do — people put offerings there once, so you should do the same. Try the honey. Also he can't cross the river, despite the message 'the Chinese, if they knocked their ideas together, would shoot across this'. Chop the bamboo and 'knock' it into a raft with hammer and nails.

Mrs Nelson of Huddersfield is stuck at the end of CASTLE BLACKSTAR. She reckons she's done everything, but can't operate the broomstick. The commands you need are SAY ABRACADABRA, U, U, TOUCH STARS, IN, N, N, SE, E, PUSH BUTTON, W, N, N, SAY FRIEND, OUT and GIVE ORB.

Jason Whittaker of Norwich is having trouble with GUILD OF THIEVES. He's missed the Rat Race. It's important you enter — it takes place approximately 50 moves from the start, and you MUST bet on it to get the cheque from the gatekeeper instead of just the birdcage. The money for your bet is hidden inside the cushion on the settee in the castle (a five Ferg note). Go to the courtyard in time for the race, EXAMINE RATS and USE NOTE TO BET ON GREY RAT. It wins. Use your winnings to buy the lute from the miller later on.

That's all there's room for this month.

Write to Bash with your adventure posers
and I'll let you all pick my enormous brain!

Join me again next issue when I'll be reporting from the Blue Peter studios. There I'll demonstrate how to slay a valkyrie with an empty bottle of Fairy and some sticky-backed plastic! Only kidding, I'm using Persil liquid really!

TREASURE

Here's yet another special offer from The Guild. Now you can buy the twin-pack Werewolf Simulator and Cornwall Enigma at a pound off the usual price! Please state tape or disk when ordering.

Please rush me a copy of Werewolf Simulator and Cornwall Enigma at the special price of £3.00.

	The state of the s
i	Nama
	Name
	Address
	PLUGICO DO INICIAMENTA DE CARROLLES DE CARRO

10DORE LIGHT PEN



action replay

"The ultimate feature packed utility cartridge ever conceived for the CBM 64/128 systems. Press the cartridge "freeze button" and unleash the powerful Graphics, Backup and monitor utilities. Fastload a 200 block program in under 6 seconds. How have you survived without this?"

PRICE: £34.95 REF. NO. 6318



It's the year 2254 and Earth has been invaded by the most ruthless and vicious race in the universe - THE DALEKS. The evil Davros is attempting to destroy the ozone layer of the Earth and, as Dr Who, you must foil his deadly plans.

Tape Disk

Price €6.99 £10.99

Code 6359 6360

in drawing and design, the two button pen provides the user with a very direct method of control. Pack also includes Pen Master art program and a basic program to allow users to write their own pen compatible software. Code 6327 £26.95

many applications. Particularly useful

The Trojan C64/128





TROJAN PHAZER GUN opens a whole new phase of computer entertainment. This advanced light phazer presents a challenge of skill and accuracy for C64 users of all ages.

Price: £22.95 Ref no: 6302

lso includes six games

Operation Wolf Gunslinger, **Cosmic Storm**

Ghost Town Baby Blues Goose Busters

With this exclusive offer to Commodore Force Readers, you can get a 'Huge Collection' of 30 assorted games for just £30 or an 'Awesome Collection' of 50 assorted games for a incredible £40.

HUGE COLLECTION Code: 6307 Price£30

AWESOME COLLECTION Code: 6321 Price£40

This new joystick will give you maximum results in game play. It has been specially designed to be hand held making it comfortable to hold and easy to use. It has 6 microswitches (closed type), a rapid fire function and a solid steel shaft for strength.

CODE: 6304 PRICE: £7.95



Got loads of great C64 tapes that, er... won't load? Worry no more, just splash out on a Commodore Force **TURBO DATACORDER and** wave goodbye to those tape trubs! PRICE: 25.99

ZZAP! 64 BACK ISSUES

JAN/FEB/MARCH/APRIL 1993 WITH TAPES PRICE:

JAN TAPE CODE: 6473 FEB TAPE CODE: 6474 MARCH TAPE CODE: 6476

APRIL TAPE CODE: 6476

NUMBERS 80 — 90 WITH TAPE. PRICE: £2.50 EACH

This book helps on just about any game yo to name on a wide variety of computer form Covers backdoor codes left by the program cheats and tips to get past your opponents

orishis

COMPUTER GAMES

to skip levels, pokes infinate lives, time et many other options. the ultimate hint boo 'In excess of 750 pi In excess of 1250 ga In excess of 200 adventures, ' More 12000 hints, Tips &

COST £14.95 CODE 6331



Using a strengthened steel rods, this handsome binder, embossed with the COMMODORE FORCE logo, will hold 12 issues of your favourite magazine securly in place Back Issue Binder PRICE £5.95 Ref: 6358.

CODE:6357

REDUCED TO CLEAR! PRICE: £1.50

CODE: 6351

telephone our 24 hour hotline **Bundle of 10 Golden** Oldie Zzap! magazines PRICE: £7.50 **CODE: 6335**

Ordering is easy.

Please complete the form

below remembering to

clearly indicate which

product you require

along with our reference number if shown or the type

of computer and

cassette/disk format you require. Then send the form to our FREEPOST address or

If you prefer fax it or

FULLY COMPATIBLE WITH C64/128 HOME COMPUTER HIGH DEGREE OF SENSITIVITY, ACCURACY AND SMOOTHNESS 280 DPI RESOLUTION ENLARGED TRIGGER BUTTONS

PRICE £16.95 CODE 6319

OMMODORE

Offers subject to availability, Overseas orders despatched by Airmail, All prices include postage, packing and VAT Valid to May 31st 1993.

REFNO/FORMAT PRICE PRODUCT DESCRIPTION Please add postage as detailed below (UK free of charge) TOTAL £ POSTAGE:Add £4 for Eire/EEC, £6 for overseas unless specified above

Send to: Europress Direct, FREEPOST, Ellesmere Port, South Wirral, L65 3EB (no stamp needed if posted in UK)

Products are normally despatched within 48 Hrs of receipt but delivery of certain items could take upto 28 days

Order at any time of the day or night

Don't forgiet to give your name, address and credit card number By phone: 051-357 1275

By fax: 051-357 2813

General Enquiries: 051-357 2961

I wish to pay by:

Cheque/Eurocheque made payable to Europress Direct

Acess/Mastercard/Eurocard/Barclaycard/Visa/Connect.

Expiry

lame	Signed	
ddress		

Postcode

Daytime telephone number in case of queries

RAVE REVIEWS 108 Take a trip to the golden arches with this burger-based outing. We await with relish (guffaw)... MPSON Hit the road

And there was much eating of shorts and not having cows in budget rerelease city...

(Jack) with the latest instalment of history's longest-running driving saga.



From Dizzy to Marsport, we check out the very best in games needing brains as well as brawn in our ace round-up of arcade adventures!

My darling COMMODORE
FORCE, you're the air I breathe,
the sun that warms my days. If I
were to miss a single issue, it
would truly break my heart. I
must place a regular order with
my newsagent so we need never be parted.

MY NAME MY ADDRESS

MY POSTCODE BEST LOOKING MINOGUE SISTER ...

PLEASE KEEP MY MAG FOR COLLECTION

PLEASE DELIVER MY COPY TO THE **ABOVE ADDRESS**



NEXT DYNAMIC **EDITION OF** COMMODORE FORCE HITS THE SHELVES ON APRIL 22ND. BE HERE OR BE A TRIPLE FUDGE DELUXE WITH CARAMEL TOPPING AND WHIPPED CREAM!



We now accept Access, Visa and Mastercard

BUDGET Afterburner. Airborne Ranger Airwolf 2 Attered Beast American 3D Pool Arcade Fruit Machine Arcanoid Revenge of Doh Arriie. Arcanod Revenge of Doh Arnie. Badlande. Bangers & Mash. Bangers & Mash. Batman Caped Crusader. Basman The Movie Bismark. Black Hornet. Bloodmoney. Bobsleigh. Bod Squad. Boxing Manager. Boxing Manager Bubble Bobble Bubble Dizzy 376 379 NEW 375 NEW 375 NEW 375 375 375 375 375 375 375 375 375 Bullys Sporting Darts CJ in The U.S.A. Captain Dynamo Carnage Castle Master Cavemania Castle Master Cavemania Championship Wrestling Chase HO Chuckie Egg 1 or 2 Clsco Heat Classic Arcadia 2 Cobra Colossus Bridge 4 Colossus Chess Combat School Count Duckula 2 Crackdown rackdown razy Cars Crazy Cars. Creatures Cricket Master Daley Thompsons Decathlon Daley Thompsons Supertest Dizzy Down The Rapids Dizzy Panic Dizzy Prince of The Yolk Folk. D J Puff Doc Crocs Excellent Adventures Double Dragon 2 Dragon Ninja. Dragon Spirit. Drgaons of Flame E-Motion Edd the Duck dd the Duck. Gladiators...... Go For Gold..... Golden Axe..... Golden Axe Gunship. Hidous Hit Pack 1 (K.Daiglish) Etc. Hit Pack 2 (J.Wisons Darts) Etc. Hit Pack 3 (Mrigo Commando Etc) Hudson Hawk Hunt For Ried October 2 Hypersonsty Hypersports Ice Hockey Indians Jones-Last Crusade International Tennis International 3D Tennis International Ninja Rabbits Italia 90 Italy 1990 Jack Nicklaus Goff Jack Nicklaus Golf... Jahangir Khan W.C Squash... Jahangir Khan W.C Squash Jaws Jimmy's Manager Jimmy's Socoer Manager Jockey Wilsons Compendium on of Darts Kenny Daiglish Soccer Manageger Kentucky Racing Kick Boxing Kwik Snax Last Ninja 2 Last Ninja 2 Last Ninja 3 Licence to Kill Magictand Oizzy Magic Rufus Man Uid Matchday 2 2.99 3.75 NEW 3.75 3.76 3.76 3.75 3.75 2.99 ar Old atchday 2 ega Pack (Starray Etc) ... nace..... ami Chase... mi Vice.....

and the second second	The same of the same of	The second second	processor processor per	the second second	The same of the sa
TEL:	440				

ILL. OU		i	ŝ
Microprose Soccer.		3	75
Midnight Resistence Mini Office Moonwalker		2:	99
Multimite 4		4:3:	75
Multi Player Soccer Manager Murray Mouse Super Cop		3	75
Myth Narco Police Navy Moves		3.	75
Neighbours		3.	75
Nightbreed		3.	75.75
Ninja Warriors Departion Thunderbolt		3.	75
Operation Thunderbolt Operation Wolf Outhin Europa Pack Of Aces (Boulderdash Etc)	NEW		75
Pacland Pacmania.		3.	75
Parallax Pegasus Bridge		3.0	75
Pictionary Pipe Mania	NEW	333	75
Pit Fighter Platoon	NEW	330	75
Popeye 2 Popeye 3	NEW	2	99
Postman Pat Postman Pat 3			99
Powerdrift Pro Tennis Tour		3,	75 75
Pub Games Putly's Saga		2.	99 75
Puzznic Q-10 Tankbuster		3.	75 75
Quattro Adventure		3.	75 75
Quattro Combat Quattro Firepower		3.	75 75
Quattro Power Quattro Racers		3.	75 75
Quattro Skills Quattro Sports		3.	75 75
Quattro Superhits	0.000000		75 75
Rambo 3			99
R.B.f. 2 Baseball	NEW		75 75
Rick Dangerous	NEW	3.	75 75
Robin Hood Legend Quest	NEW		75 75
Scramble Spirits	NEW	3.	75 75
Seymoor goes to Holywood	NEW	3.	75
Shadow Warriors	NEW	3.	75 75
Silent Service		3.3	
Sleepwalker	NEW	3.	75 75
Slightly Magic		3.	75
Soccer Double Soccer Double 3		- 12	75 75
Solo Fight Sooty & Sweep SpellboundDizzy Sportis/Skii Pack Sportis/Skii Pack Sporting Triangles Spy Who Loved Me St Dragon Sterpack Stack-Up Steep The Skii	NEW	32	75
SpellboundDizzy Sports/Skill Pack	NEW	333	75
Sporting Triangles Spy Who Loved Me		333	75
Starpack		2000	75
Stack-Up Steg The Slug	NEW	2000	75
Street Fighter	NEW	233	75
Strider Strider 2. Strike Force Harrier	NEW	3000	75
Strint Car Riscer Summercamp Super Cers Super off the Road Riscer Super Monaco GP Super Nudge 2000		339	75
Super Cars Super Cars Super off the Broad Raper	NEW	3000	75
Super Monaco GP	NEW	330	75
Super Seymoor. Super Seake. Super Space Invaders.		31	75
Super Space Invaders.	NEW	33	.75
1-Pac Table Tennis Tag Team Wrestling Tal Chi Tortoise Tarzan Goes Ape Test Drive 2 Test Master The Action Pack The Addicts Pack The Hisperia	NEW	33	75
Tarzan Goes Ape Test Drive 2	NEW	3	.75
Test Master		300	.75
The National The Power Pack The Real Ghostbusters		83	.75
The Sports Pack The Thriller Pack (Fri 13th Etc) The Untouchables Thomas The Tank Engine		Sign	99
The Untouchables		60.50	.75
Treasure Island Dizzy Trevor Brooking. Trivial Pursuit Turbo Esprit Challenge Turbo Outrun Turbo The Tortoise	NEW	60.00	75
Turbo Outrun		25.65	75
Turnican 1 or 2		200	75
Ultimate Golf.			.75
Turbo The Tortolae Turboan 1 or 2 Tusker Ultimate Golf Wid West Seymoor Wigball Wonderboy World Cup Glory World Glup Glory World Of Soccer Westling Superstars	NEV	100	75
World Cup Glory	NEW		.75
World Of Soccer	NEV		75
Wresting Superstars	PREV	iğ	175

3D Construction Kit	4.00
Amie (Disk)	
Back To Future 2 & 3 (Disk)	4.00
Back to Future 2 & 3 (Disk)	ACTIVE 2 50
Crystal Kingdom Dizzy Daily Double Horse Racing	NEW 1.99
Daily Double Horse Hacing	3.99
Die Hard 2	
Ed the Duck (Disk)	
Elvira Arcade F1 Tornado (Disk)	
F 16 Combat Pilot (Disk Only)	
Fun School 4 Under 5s (Cass)	
Fun School Under 5s (Disk)	
Fun School 4 5-7 (Cass)	
Fun School 4 7-11 (Cass)	
Fun School 4 7-11 (Disk)	
G-Loc	3.99
Hero Quest (Disk)	
Last Battle (Disk Only)	
Pitfighter (Disc)	3.99
Rolling Ronny (Disc Only)	4.99
Rugby The World Cup (Disk)	4.99
Smash 16 (16 Arcade Games)	
Space Gun	3.99
Super All Stars	NEW 9.99
Superbase (database disk only)	3.99
Super Star Seymoor	MEM 9'99
Swift Spread Sheet (Disk)	5.99
Terminator 2 (Cass)	
Turbo Charge (cass)	
Turties 2 (Cass) Turties 2 (Disk Only)	4.99
Wheels of Fire	
Wintercamp Cass New Price	4.75
Wintercamp Disc New Price	4.99
Winter Superspots 92	4.99
WWF Wrestlemania (Disk)	4.99
Dizzy Collection	

Dizzy's Excellent Adventures
Dizzy Panic, Kwik Shax, Dizzy Down the Rapids,
Spellbound Dizzy, Dizzy Prince of the Yolkfolk,
Cass 7.99

Chart Attack
Cloud Kindgoms, Supercars, Ghouls N'Ghosts,
Turbo Chaffenge, Impossimole Cass 7.99

Classic Aracdia Aliens, Invaders, Mucher, PacmaniaType Game Cass 3.75

Ninja Collection Double Dragon, Shadow Warriors, Dragon Ninja Cass 4.99

Lineker Collection G L Superskills, G L Hotshots, G L Superstar Soccer, Italia 90, Cass 7.99

Supreme Challenge Sentinel, Star Glider, Elife, Ace 2, Tetris Cass 5.50

Virtual Worlds Onlier, The Crypt, Total Eclipse, Castle Master Cass 5.50

Julian Rignali Top 10

Dan Dare, Lords Midnight, Driller, Delta, Zoids, Caldren 2, Barbarian 2, Guardian 2, Mega Apoculypse, Split Personalities, Cass 5.50

PEGB MUZIEK ZAZIEM	
Apral Assault	
Alex Kid Strinobi World	
Alten Storm	
Altered Beast	
Battle Outrun.	
Bananza Bros	
Bomber Raid	
Bubble Bobble.	
Champions of Europe	
Chase HQ	E
Cyborg Hunter Cybor Shinobi	
Cybor Shinobi	
Double Dragon	
Dragon Crystal	
Double Hawk	
Dick Tracey	
Dick Transy Forgotten Worlds	
GLoc	
Gauntlet	
Golden Axe	
Golden Axe Warrior	E
Great Fontball	
Herpes of the Lance	
Indians Jones	
Laser Ghost	
Line of Fire	
Pacmania	
Put & Putter	
Populous	
Parurbo World	
Running Battle	
Sega Uness	
Shadow Dancer	
Shadow of the Beast	
Shinobi	
Strider	
Time Soldiers	
Wonderboy	
Wonderboy 3	
World Cup Italia 90	
World Soccer	
Xenon 2	

A.M.M.A COMPETITION LINES WIN! WIN! WIN!

THE FOLLOWING TELEPHONE GAMES HAVE N DRAWS AND NO TIE BREAKERS - THE HIGHES SCORE WINS, EVERY WEEK

A Super Nintendo + Nintendo 0891 88 77 1 Scope+Streetlighter II

A Sega Megadrive + Sonic 2 0891 88 77 1 + The Menacer

The Top 5 Games Sega or 0891 88 77 2

Ninhendo

CABLECOM PRODUCTIONS 35 Hays Mews Landon W1X 7RQ (
cost 36p/min cheap rate, 48p/min of all other times. If you are
responsible for the bill check with the person who is first. Full ru
available with SAE from the above address.

ORDER	FORM	AND	INFO	RMAT	ION.
ALL	ORDERS	SENT	FIRST	CLASS	

SUBJECT TO AVAILABILITY JUST FILL IN THE COUPON AND SEND IT TO:
A M M A SOFTWARE 21 SPRINGHILL RUGGLEY STAFFORDSHIRE, WS15 1BT

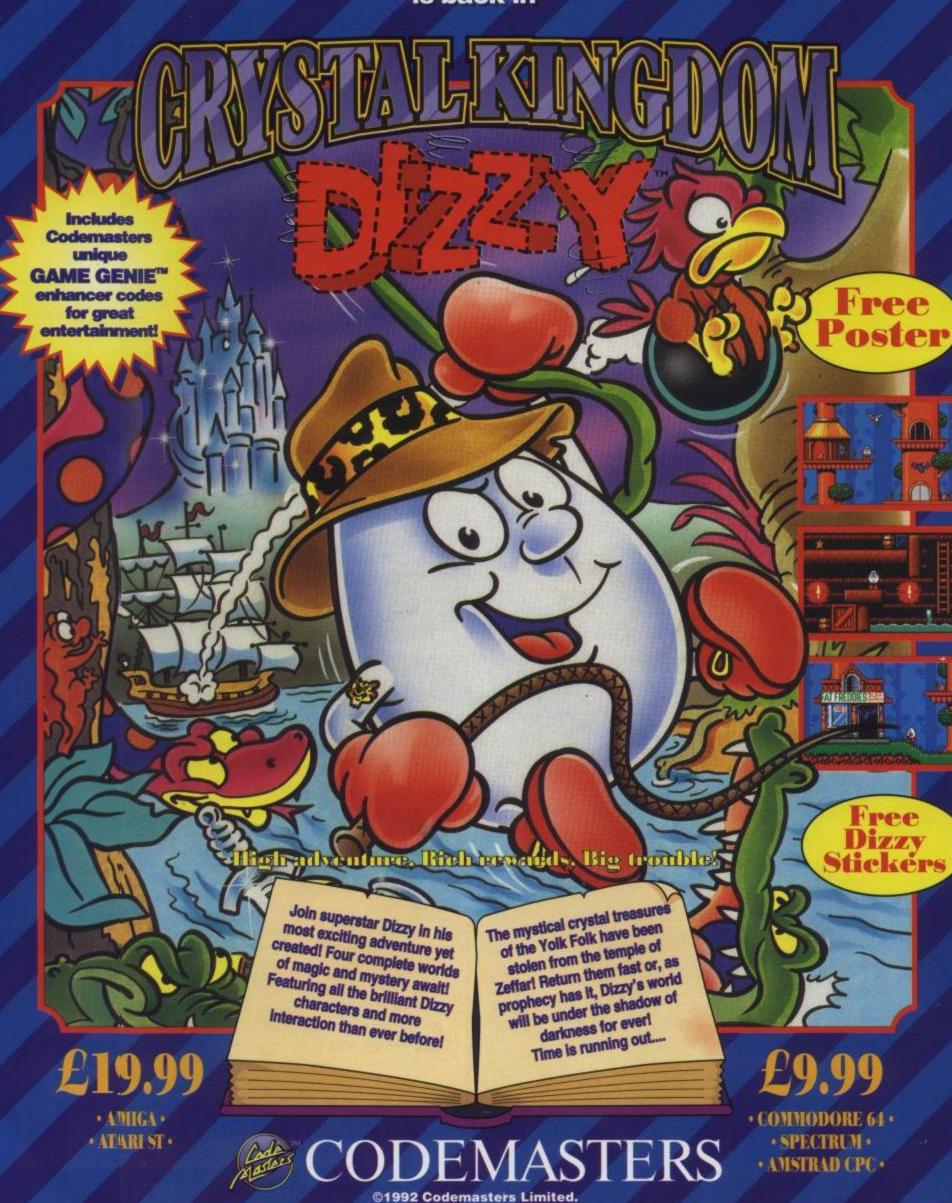
ITEM	PRICE
THE PROPERTY OF THE PARTY OF THE PARTY.	
	Ballin
POSTAGE	
TOTAL	
Name	
Address	

POSTAGE RATES PLEASE ADD 50p P & P ON ORDERS UNDER 5.00 OVER 5.00 P & P FREE, EEC COUNTRIES ADD £1.00 PER ITEM NON EEC COUNTRIES ADD £2.00 PER ITEM. (STERLING ONLY) CHEQUES PAYABLE TO A M M A SOFTWARE

PostcodeTel. No

AMIGA · ATARI ST · COMMODORE 64 · SPECTRUM · AMSTRAD CPC

"The biggest hero of them all" Amiga Power is back in



Lower Farm House, Stoneytorpe, Southam, Warwickshire CV33 ODL. Tel: 0926 814132 Fax: 0926 817595.